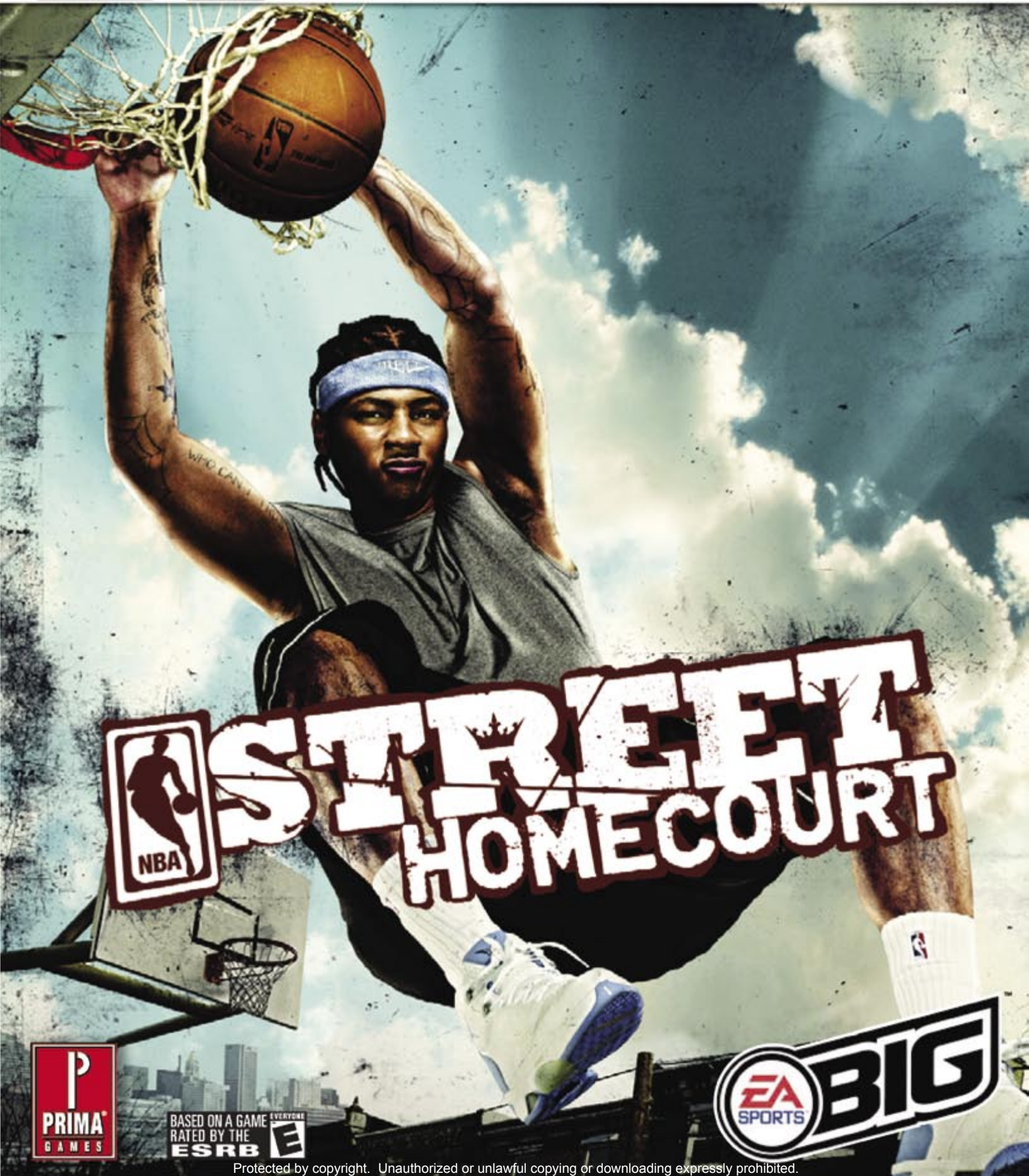
PRIMA® OFFICIAL GAME GUIDE

ALL UNLOCKABLES REVEALED

PLAYSTATION®3 XBOX 360™

Visit us online at primagames.com



PRIMA GAMES

BASED ON A GAME RATED BY THE ESRB E EVERYONE

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Contents

WELCOME HOME . . 3
BALLIN' 4
STREET SMARTS. . . 10
HIT THE STREETS . . 20
TEAMS. 47
Atlanta Hawks 48
Boston Celtics 50
Charlotte Bobcats 52
Chicago Bulls 54
Cleveland Cavaliers. . . . 56
Dallas Mavericks 58
Denver Nuggets 60
Detroit Pistons 62
Golden State Warriors. . . 64
Houston Rockets 66
Indiana Pacers 68
Los Angeles Clippers. . . . 70
Los Angeles Lakers 72
Memphis Grizzlies 74
Miami Heat 76
Milwaukee Bucks. 78
Minnesota Timberwolves 80
New Jersey Nets 82
New Orleans Hornets . . . 84
New York Knicks 86
Orlando Magic 88
Philadelphia 76ers. 90
Phoenix Suns 92
Portland Trail Blazers . . . 94
Sacramento Kings 96
San Antonio Spurs 98
Seattle Supersonics. . . . 100
Toronto Raptors 102
Utah Jazz 104
Washington Wizards. . . 106
WNBA Stars. 108
UNLOCKABLE TEAMS. 110
BALLERS' PLAYGROUNDS 114
THE LOCKER 119
TESTER TIPS 124
DEVELOPER INTERVIEW 126

NBA STREET HOMECOURT

PRIMA OFFICIAL GAME GUIDE

Fernando Bueno

Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court, Ste. 100
Roseville, CA 95661
1-800-733-3000
www.primagames.com

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

© 2007 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual properties of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2007 NBA Properties, Inc. All Rights Reserved. The WNBA and individual WNBA team identifications are trademarks, copyrighted designs, and/or other forms of intellectual property of WNBA Enterprises, LLC. © 2007 WNBA Enterprises, LLC. All rights reserved. All other trademarks are the property of their respective owners.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Electronic Arts Inc.

Product Manager: Todd Manning

Senior Project Editor: Brooke N. Hall

Manufacturing: Suzanne Goodwin

Please be advised that the ESRB Ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 9780761555797

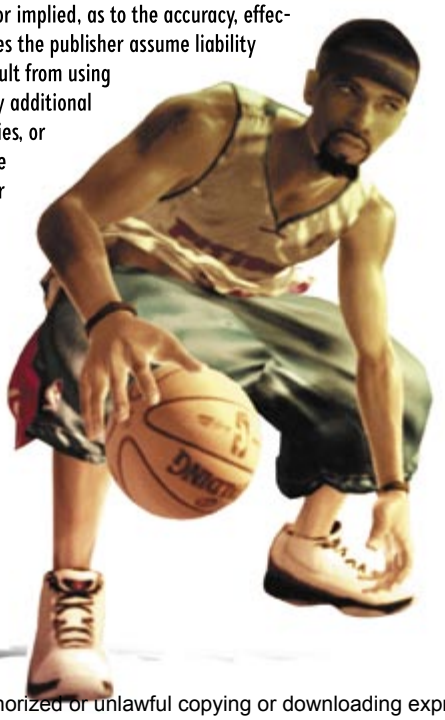
Library of Congress Catalog Card Number: 2006939733



Fernando "Red Star" Bueno has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites. The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and Art History, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *50 Cent: Bulletproof*, *Prince of Persia: Two Thrones*, *AND 1*, and *Stubbs the Zombie*.

In his off time he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, Thomas Mann, and EGM. When not writing for Prima, he continues to perfect his craft as a poet.

We want to hear from you!
E-mail comments and feedback to
fbueno@primagames.com.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WELCOME HOME

Acknowledgments

No baller can become an NBA legend without the help of his friends, family, and teammates. Similarly, no job of mine would ever get done without my friends, family, and team. Thanks to Todd Manning and Brooke Hall at Prima for being great teammates. Thanks to Matt Mahar and the people at EA for making a great game and even better experience. And to the woman in *my* homecourt, Leslie, thanks for always having my back.

Intro

Welcome home, playa'! Or better yet, welcome to *Homecourt*. You may have played *NBA STREET* before, but not quite like this. Whether you're a seasoned *STREET* vet or a newcomer to the blacktop, this guide will prepare you to ball, shot call, and maul with the best of 'em.

New school, old school, or no school, we'll school you on how to sink the deuce, shoot the "J," and stuff the competition. Pay attention, playa'; class is in session.

What's the Skinny?

New to this year's *NBA STREET* is the homecourt element. Everybody comes from somewhere, kid, including hardwood heroes such as Carmel "Melo" Anthony, Vince "Vinsanity" Carter, and LeBron "the King" James. The difference between them and other streetballers is that they made it out of the park and into the NBA.

And they did it by dominating their homecourt. In *NBA STREET: Homecourt* you're challenged to do the same. From creating your own baller to dominating your homecourt to becoming the NBA legend little kids back home look up to, your journey starts here.

Using this Guide

The journey toward becoming an NBA legend isn't easy. That's why this guide is here to ease your growing pains. Along the way, you'll encounter numerous sidebars throughout. These contain tips, notes, and cautions that will guide you.

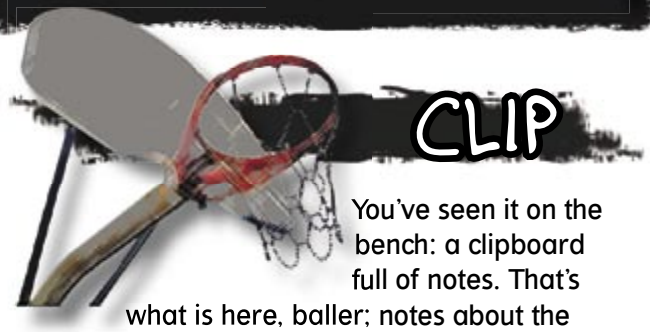
Pay close attention; they may be the difference between a 10-point win or a 1-point loss.

The Dish, Clipboard, and Heads Up! Boxes



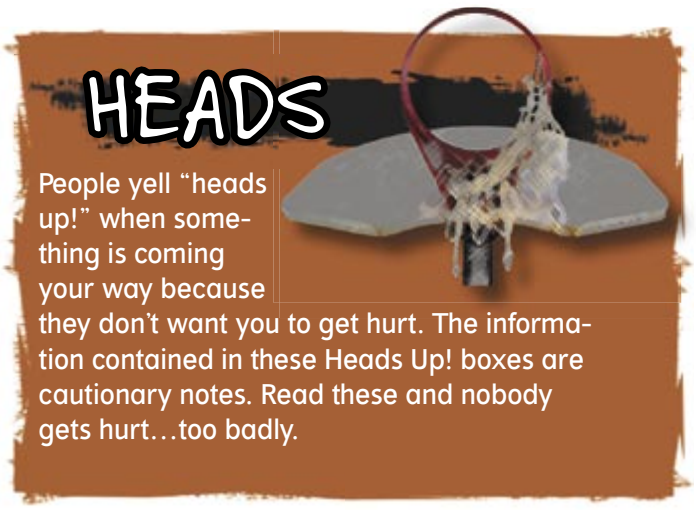
DISH

Just like a dish from one of your teammates, these boxes will help. They contain tips on everything from offense to defense and everything between.



CLIP

You've seen it on the bench: a clipboard full of notes. That's what is here, baller; notes about the game, this book, a baller, anything not directly involved with your gameplay.



HEADS

People yell "heads up!" when something is coming your way because they don't want you to get hurt. The information contained in these Heads Up! boxes are cautionary notes. Read these and nobody gets hurt…too badly.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BALLIN'

Controls



Ask any NBA legend and he'll tell you that to control the flow of a game, you have to know how to control yourself. You can't take a shot without knowing how, when, where, and why. The following pages will teach you all of that, balla'.

But hey, if you think you know what you need to know, take your game to Melo. See what he has to say. When you're ready to bone up on your skills, these pages will still be here.

Move	PlayStation 3	Xbox 360	Situation
Move	Left analog stick	L	Offense and Defense
Turbo	R2	RT	Offense and Defense
Walk	L2	LT	Offense and Defense

You may be a good shooter, but you're not going to make all your shots while standing in one spot. They seem like the most basic of movements, but walking and running are as important as shooting and blocking.

Being at the right place of the right time is not about luck, it's about preparation. Get where you need to be by nudging the analog stick to jog. Increase the pressure on the stick to run. To kick it into turbo, press and hold the Turbo button while you move. Sometimes, however, you need to slow your pace. To do so, press and hold the Walk button as you move.

DISH

The Turbo buttons aren't only for running. Using the Modifier buttons (LB/RB) is like juicing up your moves. The Modifier buttons (LB/RB) can modify everything from dunks, jukes, and tricks.

Movement



Shooting and Dunking



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Move	PlayStation 3	Xbox 360	Situation
Shoot	●	Ⓑ	Offense with ball
Dunk	● while running toward basket	Ⓑ while running toward basket	Offense with ball

If you can't score, you can't win. That's why the Shoot/Dunk button is your best friend on the court. Ballers with good Handles can break ankles. Guards with good hops can play the boards, but great shooters win games.

Other factors determine whether you'll sink the rock, such as defenders, timing, and a clear look, but at the most basic, being able to shoot the ball well is a good start. For perfecting your shot, check the Street Smarts section.

DISH

The longer you hold the Dunk button while in the air, the more powerful your dunk will be. Don't hold it too long or you'll be forced to bail on the basket. However, the longer you hold the dunk, the easier it is to get blocked, so if you need to bail out of a dunk, tap the shoot button a second time, and it will switch to a lay-up.

Passing



Move	PlayStation 3	Xbox 360	Situation
Pass	✕	Ⓐ	Offense with ball
Call for pass	✕	Ⓐ	Offense without ball

This isn't a one-man show, kid. You're out to become a legend, but the only way you're getting there is with the help of your teammates. Passing the rock is important. Your teammates are there to create open looks, provide screens, and take open shots you may not have. To know when it is better to pass than to shoot, watch the action unfold on the court.

Keep an eye on your teammates to create open lanes, charge the paint, or jump up for the alley-oop. When they do, dish them the rock and add a tally to your assist column. When you're not controlling the ball, get into a good scoring position and call for the ball.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Ooping and Rebound



Move	PlayStation 3	Xbox 360	Situation
Be the oop	Press up on the right analog stick toward open teammate	Press up L	Offense with ball
Call for the oop	●	B	Offense, while teammate has ball
Rebound	●	B	Offense and Defense, when ball bounces off backboard

You've seen it happen before. A baller is stuck outside the line and is well guarded with no shot at the hoop. A teammate glides above the rim and comes down with a monstrous dunk. That, playa', was the alley-oop. It is a great way to get out of a sticky situation and score points while you're at it.

If you've got the rock and want to be the one flying high, press the Be the Oop button and dish the ball to an open teammate. After he has it, run at the hoop and press the Call for Oop button. As you soar above the rim, your teammate will fling you the ball.

Should your attempt at high-flying grace turn into a rim dinger, there's always a chance to play the boards and come down with the rebound.

Screen



Move	PlayStation 3	Xbox 360	Situation
Call for screen	Click left analog stick	Click L	Offense with ball

If you insist on keeping the ball and being the team's playmaker, call for the screen. When you do, a teammate leaves his position and establishes a position behind your defender. As he does, he blocks the defender, knocking him to the floor, and creates an open lane around the downed defender.

That, young one, is a screen. It's a great way to create something out of nothing and eliminate a tough defender.

Dive



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Move	PlayStation 3	Xbox 360	Situation
Dive for the ball	L2 + R2	LT + RT	Offense and Defense

Even ballers with high Handles ratings can get the ball swatted away. Face it, kid, there's always someone better than you. If you run into that person on the court, you'll have to fight tooth and nail to win. You'll have to dive for the ball on occasion.

If the ball gets swatted away, or if you're the one swatting it away, dash toward the loose ball and press the Dive buttons. If you're even a half step ahead of your opponent, you'll come up with the ball.

Tricking



Move	PlayStation 3	Xbox 360	Situation
Trick remixer	▲ or ■	X or Y	Offense with ball
Modifier	Hold L1 or R1	Hold LB or RB	Offense with ball

NBA STREET has always been about out-balling your opponent. Crossovers, off the heazies, and behind the back jukes are staples of trick ball handling. These are the means by which you'll shame your opponent and fill your Gamebreaker meter.

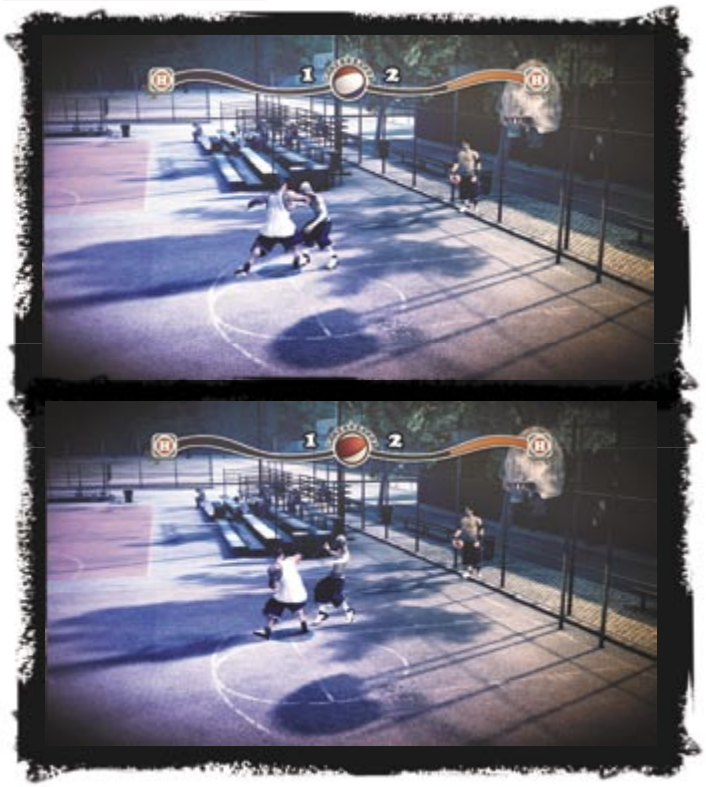
Press either of the Trick buttons to execute a trick and confuse a defender. If you hold the Modifier button before pressing the Trick button, you'll execute a different trick. By stringing different tricks together, you can break a defender's ankles and fill your Gamebreaker meter.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Shoving



Move	PlayStation 3	Xbox 360	Situation
Shove	▲	Y	Offense without ball, Defense

It gets rough on the streets, kid. There aren't any refs out there to call foul or keep things "nice." This is streetball, not a friendly game of horse. Sometimes you have to make your presence felt by reaching out and shoving your opponent.

Be it to move a defender out of position or to defend an approaching shooter, press the Shove button to knock the other player off stride. Movement and footwork is as important as shooting, so every time you throw someone off his game and make him reset his feet, you're making it harder for him to score.

Stealing



Move	PlayStation 3	Xbox 360	Situation
Steal	■	X	Defense

Tough defensive players make the Steal button their bread and butter. While an opposing player is dribbling the ball, position yourself in front of him and get into a defensive position—facing the dribbler, knees bent, and hands out to the sides. After you establish your defense, press the Steal button to swat at the ball.

Often you knock the ball out of his hands, sending it bouncing down the court. Other times, if the other player is trying to trick past you, you'll steal the ball outright.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Switching Players



Move	PlayStation 3	Xbox 360	Situation
Switch player	✕	A	Defense

Remember what we said about moving into position? It is as true on defense as it is on offense, playa'. By switching players while on defense, you'll always be near the ball, ready to create a turnover. The Switch Player button allows you to keep pressure on the offense and keep your strongest defensive player near the ball.

Don't switch too often, or you'll leave gaps in your defense. Smart players will be quick to exploit even the smallest gap.

Gamebreakers





Move	PlayStation 3	Xbox 360	Situation
Gamebreaker	▲	Y	Offense with ball, while Gamebreaker meter is full and ball handler is standing in Gamebreaker zone

After filling your meter, trigger the Gamebreaker by pressing the Gamebreaker button in the Gamebreaker zone. You switch the ball for the new Gamebreaker ball and your stats temporarily increase.

While your stats are pumped, you can execute improved tricks and dunks. Dunks increase by one point and you also steal a point from your opponent's side of the scoreboard.

DISH

While in a Gamebreaker, maximize your potential point reward (+3 maximum) by executing Tricks and filling up your Trick meter. After it is full, sink a bucket and get the +3 points. If you don't fill it up, you can fill the Trick meter partially and score +1 or +2.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STREET SMARTS

Streetball isn't about running a 1-3-1 Zone or Isolation offense. Streetball is about vicious three-on-three, freestyle, highflying offense. It's about monster dunks, sick fadeaways, and sweet long-range jumpers. It's about style.

That doesn't mean there is no substance or technique. Quite the contrary, balla'. If you don't have substance, your game will be as flat as the concrete on which you're playing. If you don't have technique, you won't have game. In the next few pages we'll go to school on offensive and defensive techniques. Listen up, kiddo, this is where your game goes from boring to high scoring.

Offensive Technique

Streetball Begins at Your Feet



Set foot on the hardtop…and leave it there. Go ahead, champ, we dare you. It can't be done. Streetball relies on movement, your movement and the ball's movement. Rarely are a baller's feet both on the ground at the same time. Effective streetballers seem to have their feet moving almost as much as the ball dribbles.

Fast breaks, sick tricks, and wicked jukes require constant movement. That is the basis for running an effective offense. Remember that, and you'll be running the courts in no time.

Slick Tricks That Make 'Em Sick



Speaking of movement, we gotta talk about tricks. Anyone can sink a basket now and then. But only true streetballers can trick. Good trick specialists can outmaneuver their defenders so well, the defender will be sick after getting spun, dropped, and having a ball bounced off his or her dome.

Tricking is part of every street game. By completing tricks, you accrue trick points. The trick points don't figure into your score, but they do add up in your Gamebreaker meter. After it's full, you can unleash a Gamebreaker that will add to your score. So while you don't need to complete tricks to win, you do have to do tricks to fill your Gamebreaker.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Aside from filling your Gamebreaker meter, tricks are a valuable part of your game. Use them to fake out opponents, break ankles, and create scoring opportunities. As you perform tricks, you can back up defenders or stall them long enough for your teammates to get into position.

You have to know when to trick defenders. Sloppily performed tricks lead to turnovers or missed shots and dunks. If you attempt to trick a defender while using a baller with low Handles, you're asking for it, especially if the defender has a good Steals rating. Be street smart, kid.

DISH

While you're pulling off tricks, boost your trick points by getting point multipliers. For every defender you juke out, you get a multiplier. The first one is x2, the second is x3, the third is x4, and so on and so on. Finish your trick chain with a basket and your trick points are multiplied by the final number.

DISH

Vary your tricks, champ. Don't become predictable or your opponent will read you like a book—a cheap, old, cheesy book. Use your Dribble Trick Remix button to set up the dribbles and your Acrobatic Remix button to add flare to your moves.

As you perform your dazzle of dribbling delights, vary the time and amount of pressure you put on the buttons to change things up.

Know Thyself





Hit the concrete courts and you'll no doubt hear plenty of smack talk. It's all well and good if you can talk the talk, but only a true balla' knows what to say. You have to know what you're handling at all times. The basis of a one-on-one match-up begins at the stats level. Know what your player's strengths and weaknesses are before facing your opponent.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

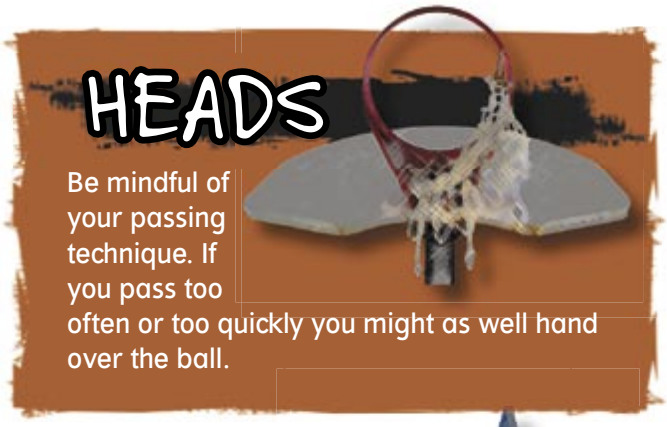
You're not going to match up a streetballer with weak Handles against a defender with superior Steals. Just like you should never take a long-range shot with a player who's got a weak Shooting rating (unless, of course, that's your only option). Know what your player is capable of. If you can't get a particular job done with that player, switch players or pass the rock.

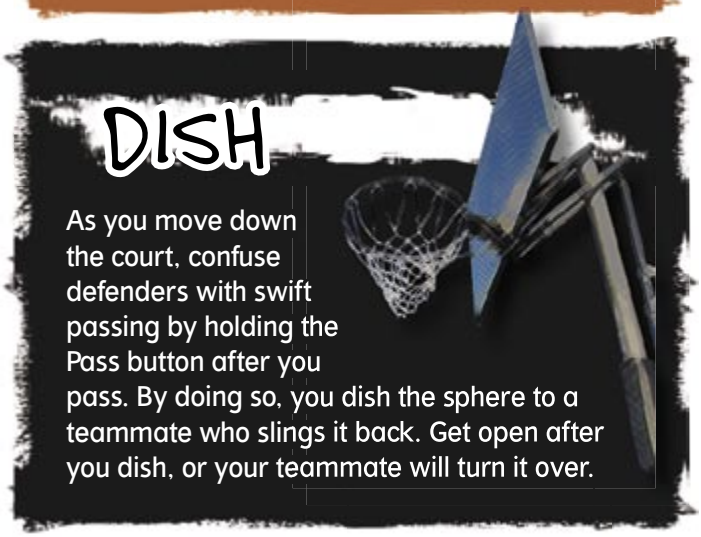
Dish the Ball and Serve Your Opponent



Aside from passing the rock to create favorable match-ups, passing the ball is a great way to maintain ball movement and keep opponents guessing. Because there are no predetermined plays to run in a street game, the best offensive move is to dish the ball to open players and create more opportunities.

Passing takes on two different forms. Passing on the ground forces defenders to adjust, which in turn creates gaps and holes in the defense—one pass can create an open lane in the paint. Passing over the air, however, is the first step in a rim rockin' alley-oop. As you get into position, keep an eye on your teammates' movements. If one motions toward the basket, pass the ball for an easy 'oop.





Scoring



If you're wondering why we're just now getting to scoring while talking about offensive strategy, you've skipped over the last few sections. You're not going to score consistently unless you are in the right place at the right time (player and ball movement), can create opportunities (tricks and passing), and know your strengths as a baller (studying stats and creating favorable match-ups). Only after you master all of this, can you put up monster points, grasshopper.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Even shooting requires finesse. Wildly firing off the ball results in enough bricks to build a house, holding on to the Dunk button too long ends with rim dingers, and hesitating on a layup ends in defensive rebound opportunities. Shooting is an art, kid. Consider this an art lesson.

Take a Shot



The ball is in your best shooter's hands. That's a good start. Sinking the sphere requires precision, timing, and preparation. Before shooting the ball, create distance between you and your defender. Either shake defenders off or trick them off balance. As they separate and stagger, shift away and take a shot.

When pressing the Shoot button, the best point of release is at the peak of your jump. There you have the highest percentage of sinking it. The percentage changes with your baller's Shooting rating, but the peak of the jump is the best release across every player. Other factors such as timing and obstructions determine if your shot goes in.



Take shots when the fewest defenders are between you and the basket. Although it only takes one defender to swat the ball away, your chances of scoring increase with fewer defenders obstructing the basket.

Do Like Donuts and Dunk



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

One of the most surefire ways to put points on the board is to dunk. Dunking reduces the risk of shooting the ball to nearly zero because you retain control of the ball until you reach the basket. Don't get too cocky, though, kid. You can still be blocked. Defenders with good Boards/Blocks ratings can meet you at the board and put the hurt on.

As in ranged shooting, dunking requires timing. Hold the Dunk button too long and you'll bounce the ball right off the rim. Don't hold it long enough and you'll score the bare minimum of bonus trick points. Find a comfortable balance between maximizing bonus trick points and increased chances to sink the dunk.

Don't Let Up, Lay It Up



Street-smart players know when to dunk, shoot, or shift from one to the other. On occasion, an open lane in the paint invites you to dunk. As you approach, you may realize that a more powerful player is most likely going to block the dunk. Now is the time to switch to a layup.

While you're near the basket, abandon a dunk by passing it off to a teammate. If that teammate is under or near the basket, rapidly tap the Shoot button after he or she has the ball to lay it up for a short-range shot. If you're not the dunk and dish kind of balla', trick your way into a position near the hoop and lay it up after you lay out your defender.

Don't Feel Pressure, Build It



The last thing you want to be is part of a defensive, low-scoring game, champ. That's not streetball. To win games, you have to keep the pressure on the other team. Use fast breaks after nabbing a defensive rebound to keep the other team from setting up a defense. As you move down the court, shift the ball between players and set up a shot.

Fast breaks aside, keeping a steady rhythm of shots ensures that you're constantly keeping the defense on their feet. It's OK to miss shots—you're not going to make all of them—but don't shoot just to shoot. Shoot to score, and score to keep pressure on the D.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

While on offense, use the Shove button freely. You aren't out there to score friends. You're out there to help friends score. Knock down defensive players and keep them pressured at all times, even when you're not the one controlling the ball.

Breaking the D with Gamebreakers



One of the most powerful weapons in your offensive playbook is the Gamebreaker. We've discussed how to use it, but when is a good time to unleash it on the other team? Because the effects of a Gamebreaker vary, using it depends on the situation.

Saving a Gamebreaker is never useful. Saving it only allows the other team to fill its meter and activate its own Gamebreaker. When they do, they activate yours as well. Use the Gamebreaker on your own terms—when you're ready.





Don't slack off while your Gamebreaker is active, however. Although you erase one of your opponent's points by activating it, that isn't the maximum number of points a Gamebreaker can yield.

With the Gamebreaker active, your meter splits into fourths. Fill each fourth of the meter by performing tricks while your Gamebreaker is active. Each fourth of the meter adds an extra point to your Gamebreaker basket. Fill the first quadrant of the Gamebreaker meter and you get two points instead of one. Fill the second quadrant and get three instead of one. Dig?



A Gamebreaker's ability to rack up multiple points quickly plays into how you play your game. Having a Gamebreaker means a game is almost never out of reach. If you ever fall behind, hand the ball to your player with the best Handles rating and fill up your Gamebreaker meter.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

With the meter full, fling the ball to your best shooter and acquire a Gamebreaker. When you score, pressure the offense into turning the ball over and activate your Gamebreaker, stealing one point automatically from your opponent. With the Gamebreaker active, fill the meter to maximize your possible score to four extra points and sink the rock. Four points for you, minus one for them—you can't argue with that, kid. Now all you need to do is make sure you don't ever fall behind by more than five points.

Defensive Technique

Constant D



Streetball defense isn't about stopping the other team from scoring; it's about making the other team turn over the ball. As you would on offense, maintain a constant pressure on the opposing team. Get in their faces and shove them as they dribble.

Keep your D in high gear by playing smart, not overly aggressive. Knock ball handlers out of rhythm by shoving them, and allow them to reset by taking a step back. They might get a trick in, but if you step back, they can't fake you out. The more often they have to reset their dribble, the more chances you'll get to swat the ball out of their hands.

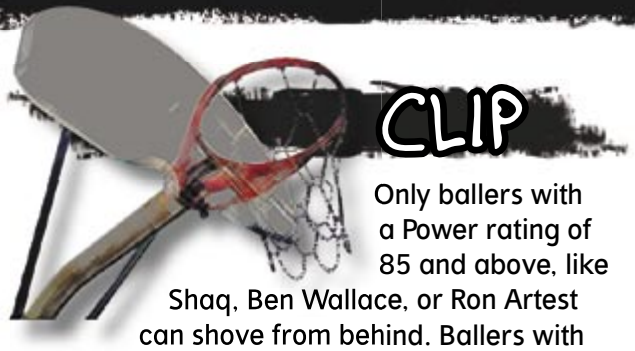


Use a one-two steal combo, where "one" is shove and "two" is swatting at the ball, to steal the ball from your opponent. After you shove a ball handler out of rhythm, the ball is at its most vulnerable. Take a shot at it before the handler regains control of the dribble.



Watch the button commands above your head while you're guarding someone on D. If you press the appropriate button at the right time, you counter the ball handler's trick and steal the ball outright.





Only ballers with a Power rating of 85 and above, like Shaq, Ben Wallace, or Ron Artest can shove from behind. Ballers with less than 85 Power rating can only shove from in front of the ball handler.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



After an opponent gets the dribble back, shove again. Don't continuously back off, though. As the pressure builds, take stabs at the ball with the Steal button. Wait for the ball to reach about waist height at the peak of its bounce, and reach in for it.

The more often you knock ball handlers back, the longer it takes them to get into scoring position. That causes them to waste precious time off the shot clock, leading to riskier last-second shots at the basket. If you settle on stopping them and don't create turnovers, the offense can easily build momentum and continue to fill its Gamebreaker meter. Turnovers win games, kid, not just blocked shots.



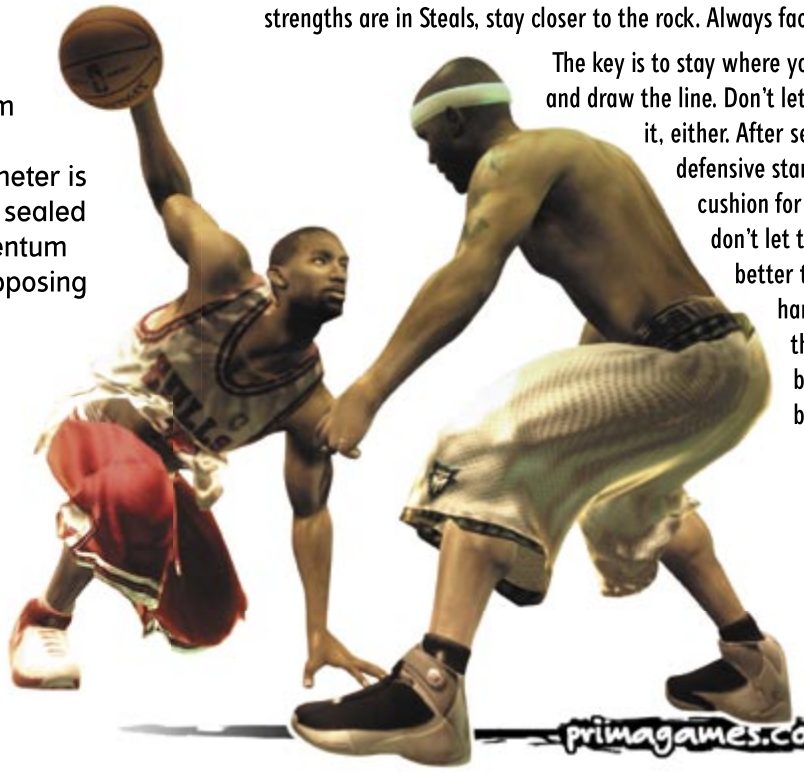
Gamebreaker momentum is erased when the ball is turned over. If the Gamebreaker meter is nearly full (and the handler hasn't sealed the deal with a basket) any momentum gained will be erased when the opposing team takes possession of the ball.

Draw the Line



You aren't going to cause a turnover or create any pressure if you're constantly behind the ball handler. As a defender, your position is between the ball and the basket. If that means backing off and waiting near the net to play to your strengths as a rebounder, so be it. If your strengths are in Steals, stay closer to the rock. Always face the ball!

The key is to stay where you need to be and draw the line. Don't let the ball cross it, either. After setting up in your defensive stance, create a cushion for yourself, but don't let the ball pass. It's better to force the ball handler to pass than shoot. Bend, balla', don't break.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Adapt and Adjust, Don't Adhere



In keeping with the "bend, don't break" defensive strategy, remember that adjusting is part of the game. Even LeBron knows to adjust his strategy when facing a tough opponent. It's arrogant to think that one plan will work on everyone. It won't, kid. Occasionally, you'll have to double-team an opponent. You might have to crowd the paint.

The moral of the story? Shift your defense to play to your strengths, but don't be afraid to shift your D to play against your opponent's strengths too. Remember the Switch Player button; it's there for a reason. Create match-ups that play in your favor or balance things out for you. For example, if your team lacks a player with strong Steal ratings and your opponent is 'Melo, double-team him. Carmelo's Handles rating is high enough to warrant the double-team. Don't adhere closely to any one defensive plan, champ. It won't always work.

Boards and Blocks



One thing that works in a defensive scheme is playing the boards and blocks game. As with everything else, having a player suited for the task is the first step in being successful. After you have the right baller, playing the boards becomes a lot easier. The only constant in any game is that your opponent has to put the sphere through the net to win. Given that tidbit of obvious info, you always know where the ball is headed when you're on D.

There is no goaltending in streetball, kid. So post up your best Boards/Blocks defender under the net and play the boards game when you need to. Timing is crucial though. Don't jump too early or you'll give up an easy layup or dunk. Jump too late and the ball will hit the floor before you do.

HEADS



If you attempt to block a shot while too close to the basket, you're more likely to knock yourself out than to knock the ball out. Look before you leap…literally.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DISH

Look low, but play high. Confused? It's simple, kid. While you're playing the boards, watch the ball handler's feet. They can easily fake you out with a trick move and fool you into jumping too early. Watch their feet (look low) and wait for them to lift off. After they do, go up for the block (play high). Because you're closer to the net, you have less distance to travel. And because they have to travel to the net, you have a cushion of a second or two after they jump.

Breaking a Gamebreaker



Defending against a Gamebreaker is tough, but you can do it. After an opponent triggers a Gamebreaker, the ball is still in play and can be turned over. You won't regain the point that was lost, but you can keep the other team from scoring more points.

While a Gamebreaker is active, the other team's stats are temporarily maxed out. Dunks become more dazzling, tricks are trickier, and long-range shots are easier to sink. Defending against the long shot is very easy. But if you miss the block, the shot will go in for sure. Don't bother trying to block a dunk while defending against the Gamebreaker. You'll only get posterized and look like a fool. Jump shots are easy to block. Dunks are not.



The best plan of attack while defending Gamebreakers is to man up and play aggressive D. Shove the other team more to keep them from setting up a scoring opportunity. Increase your pressure on the ball handlers and force the ball out of their hands.

After you do, don't get fancy with the rock. Put it away and sink a basket to nullify their Gamebreaker moment. Their stats are still pumped during a Gamebreaker moment even if they don't have the ball. So stealing it will be their first priority. While defending against a Gamebreaker keep the following mantra in mind, "steal and score."

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

HIT THE STREETS

Game Modes

So you think you're ready to hit the streets? You've got your controls down, you've got your offense set, and maybe have an idea of what to do on D. Now, it's time to put it to the test.

The following section details every mode available in *NBA STREET: Homecourt*. Believe it when we say that every mode will test you. Let's see what you got.

Quick Game



Quick Game is your one-stop shop for instant satisfaction. It's just like it sounds, balla'. A quick game against either human or computer-controlled opponents. Select how many people will play and who will be Home and Away.

From your desired team, decide on whether to be Shirts or Skins (Jerseys or Tanktops for the WNBA team), pick three ballers to take on the court, and continue. Next is the court selection.



Select an unlocked playground from your list of courts. The court you choose doesn't affect the game's outcome; it's aesthetic. When the game begins, Player 1 inbounds the ball (there's no tipoff in streetball) and the game begins.

Standard rules apply in a Quick Game. That means Gamebreakers are on, shots and dunks both count, and the game ends when one team reaches 21 first. It's simple, fast, no fuss, no muss, streetball action.



Quick Game is set to default streetball rules. This means shots inside the line are one point while long-range shots are two and the shot clock is set to 24 seconds. Remember that, kid.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Pick Up Game



A Pick Up Game is like Quick Game, but you have more control over the options. Pick Home or Away, teams, ballers, and location as you would for a Quick Game, then choose to spot either team (but not both) a certain number of points.

You can also select how many points to play to and the level of difficulty for any computer-controlled players.

Options

Spot Points: Spot one team up to one point less than the Play To amount.

Play To: Choose to play a game for anything between 6 and 100 points.

Difficulty: Choose Easy, Medium, Hard, or Expert difficulty for computer-controlled players.

Homecourt Challenge

Homecourt Challenge mode is the road to becoming an NBA legend. The purpose of Homecourt Challenge is to take your created player and put your homecourt on the map. Begin by selecting New Baller to create a new player. You could also choose a previously created player from Create Baller mode. This is the player that you take from zero to hero.



After choosing to create a new baller and before creating your player, choose a difficulty. This difficulty determines the difficulty you play through the Homecourt Challenge mode. However, because you choose Easy or Medium, it doesn't mean that the competition won't get stiff. The challengers increase in level as you progress through your career.



CLIP

As you progress through Homecourt Challenge, games get tougher. But they won't change from Easy to Hard. Instead, the level of the competition increases as you go. For example, the first few challenges in Easy difficulty are against level 1 players. As you beat ballers, you face level 2, level 3, and level 4 players, and so on.

Meanwhile, your level is increasing as well, meaning that the overall difficulty level is still at Easy. Can you dig it?

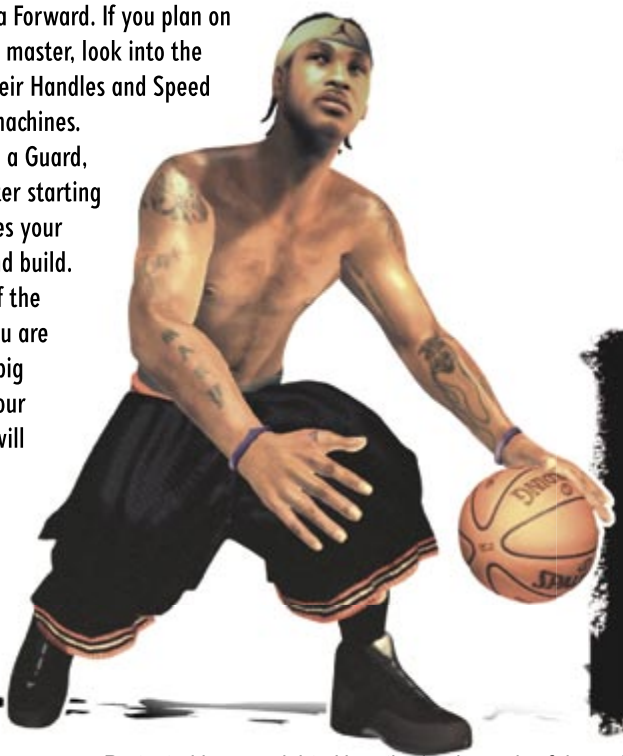
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

From Blacktop to Bling

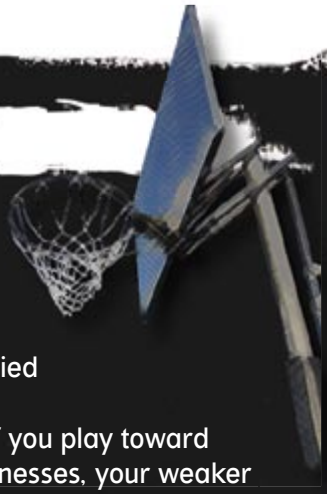


First stop on the road to NBA legend is creating the proper baller. You have plenty of options with which to mold a talented player, but more important is finding a mix of style and substance that fits your taste.

If you consider yourself a defensive stopper, choose a Center. If you'd rather put points on the board than keep them off, go with a Forward. If you plan on being a trick point master, look into the Guard position. Their Handles and Speed make them trick machines. Choosing between a Guard, Forward, and Center starting position determines your beginning stats and build. By choosing any of the three positions, you are making your first big decision on how your streetball career will play out.



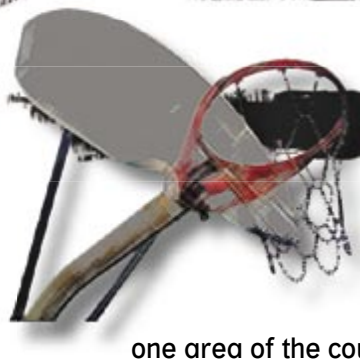
DISH



As you complete Homecourt Challenges, you gain experience points. Those points are applied to your stats based on how you play. So if you play toward improving your weaknesses, your weaker stats will increase.

By that same token, if you play using your strengths, they too will increase. Keep in mind a starting position's strengths and weaknesses. Guards are talented ball handlers, Forwards are geared toward speed, and Centers are all about power. Overall stats will vary. Some Centers will be good dunkers as well, and some Forwards can have good Boards/Blocks stats. Do your research and find a build that is good for you.

CLIP



Choosing a starting position doesn't mean you're locked into one area of the court. This is street-ball, remember? It only determines the type of player builds you choose from.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



After choosing a position to play, scroll through the available player builds to find the player type. Each player build has three strengths with the highest rating listed at the top. To further help you along in the process, at the bottom of the Player Info list, each build likens the player to an existing NBA baller.

So if a particular build plays like Kobe, LeBron, or Shaq, it will say so at the bottom. For more detailed information such as numerical values for their baller stats, press the More Info button as indicated on the Player Info list. This can't get any easier, champ.



After choosing your baller type, you can change your baller's appearance in the Customize Baller menu. Set a Player Head, then choose two NBA Player Heads with which to morph your face. Find a balance between the three faces for your baller and select Done. You can also choose to Randomize your face for quicker results.

After you settle on your baller's look, give him a name. Remember, kid, this will be your legend, so give him a name worthy of greatness. After settling on a name and giving your homecourt a name as well, it's time to assemble your team.

No One Does It Alone



Great players—record setters and legends—begin their acceptance speeches by thanking others. They recognize that they could not have become what they are by going at it alone. Streetball may play differently than a typical NBA game, but the end result is no different. Great players are a result of talent and teamwork.

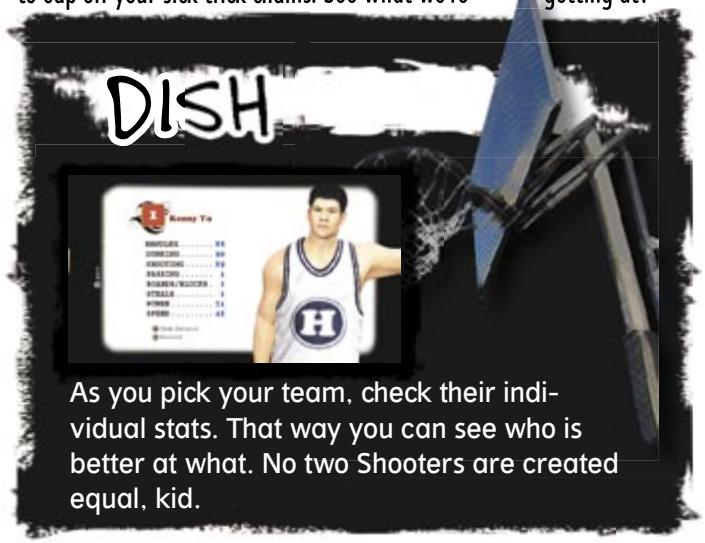
When choosing your teammates, you have the privilege of making the decisions. As well as deciding what your baller will play like, you can decide what kind of team you formulate. Will it be a high-octane speed team or a tough-as-nails defensive team? Will it be a balanced team or a team of ankle-breaking ball handlers?

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



When picking your team, create a well-rounded team. The Homecourt Challenges range from Dunk only games to 5-point games where speed is key, and everything between. If you form a team that is geared toward only one playing style, such as all Handlers or all Dunkers, you'll limit your strength as a team and handicap yourself in a number of challenges.

Instead, build a team around your player. You know what your baller can do, so find teammates that accentuate his skills. If your baller is a nasty dunker, recruit a baller with a great Passing rating to dish him the ball. You say your baller has mad Handles? Get a top notch Shooter to cap off your sick trick chains. See what we're getting at?



As you pick your team, check their individual stats. That way you can see who is better at what. No two Shooters are created equal, kid.



If somewhere along your career you'd rather change your created baller's play style, such as molding a Center into a Guard, don't trip, chocolate chip. You can always recruit different teammates to help along the way.

It'll cost you though. You can only have a three-man team.

Homecourt Challenge Menu



With your team assembled, begin your trip on the road to NBA legend. The Homecourt Challenge menu has four options. Between them you can choose from a list of upcoming challenges, view your team's history, recruit new ballers, and gear up for your next challenge.

Each of the four menu options has a submenu with plenty of things to choose from.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Challenges: This option allows you to choose your destiny, balla'. You have several different games to select from, with different rules and requirements for victory. Select a Challenge then press the More Info button to see what is required to win and any unlockable rewards. If the Challenge has any bonus objectives, they will be listed here too.

Team: The Team option allows you to select each individual team member and spy his stats. His name is listed, next to his current player level, along with a list of stats. The Team's History option shows you your Developments as a player and your Street Legacy as a team. All of your accomplishments are listed here.

Recruit: The Recruit option hosts a small list of available ballers you can sign up to your team. If you want to strengthen your team by recruiting a stronger baller, you have to replace a current team member. Streetball isn't for diplomats, kid. You're the team leader and you have to make tough decisions from time to time. Consider your team before yourself to come out on top every time.

Gear: The most fun of all the options, the Gear option contains all the Outfits and Shoes you've unlocked throughout your Homecourt Challenge career. Each Outfit or Shoe has a stats boost, so consider your gear wisely before setting off on another challenge.



DISH

For a list of all Gear and their stats, check the Locker section.

The Road

Time to hit the road, balla'. You've created your team, molded your play style, and studied up on play strategy. You're ready to take it to the streets and prove that your homecourt should be on the map…because of you.

Leveling Up



NBA STREET: Homecourt takes character development in a new direction. Your created baller improves based on the way he played the game. For example, if you take m ore shots, your shooting will improve.

In Homecourt Challenge, your created baller still earns points (RP) by completing games and challenges. These points help increase how good you can become at each of the various skills. Then while in game, performing various trick moves, dunks, and other gameplay actions will increase each skill. For example, your created baller may start out with a limited ability to perform trick moves, but the more you attempt tricks in game, the higher your Handles rating gets.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DISH

Upon reaching level 5, you can choose to make one skill your Freak Skill. That maxes out the chosen skill to 100. Though you may be tempted to choose an offensive skill such as Shooting or Dunks, don't. Make Steals your Freak Skill. That way you always have an easier time completing bonus objectives that require a certain number of skills. Aside from that, a high Steals rating also ensures that you can always create a turn-over and get another scoring opportunity. That's particularly important when you fall behind, or in Lead by games.

DISH

Much like earning a Freak Skill, at level 15 you earn a Master Skill. This also maxes out your chosen skill and makes it virtually fail proof. Because you've got the defensive skill taken care of with your Freak Skill (assuming you took our advice and applied it to Steals), now you can focus on offense. Choose whichever offensive skill you cannot earn to maximum on your own. For example, if you have a good Dunking rating, go with Shooting. If you're on your way to maxing out Shooting, then choose Dunking. You dig?

Challenges

You encounter several types of challenges throughout Homecourt Challenge mode. Here is a list of available challenge types:

— **"Play to" Games**



Play to" games are basic pick up games with a "play to" score ranging from 5 to 30. The first team to reach the designated score wins. Simple, right? Not always. However, of all the different goals, this is by far the most like a regular streetball game. The best way to approach these games is to play a balanced game and focus on your strengths. Consistency is key, kid.

— **Dunks Only**



The "Dunks only" games require that all points scored be, yes, you guessed it…dunks only. Ironically, having a sick dunker on your team isn't the most important piece of the puzzle. Because most players can put up good dunks, it's more important to have someone who is strong at the boards.

— **Shots Only**



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The goal of a "Shots only" game is just as obvious as it was with "Dunks only." Score all your points with shots, not dunks or alley-oops. In these games, it's important to have a sharp shooter. Not everyone can sink the deuce, so having a player who can definitely improves your chances. Do the math, kid. A "Shots only" game to five is only three shots for a long-range shooter. For an average shooter who can't shoot from behind the line, it will take at least five solid shots.

— Gamebreaker Battle



Gamebreaker Battles are a lot like the "Dunks only" or "Shots only" games. Though actual baskets don't add to your score, you need them to lock in the Gamebreaker. Once you've activated a Gamebreaker, give the money ball to your best ball handler. Rack up all three extra Gamebreaker points, then sink the money ball from behind the line for the final two. If you can do that, you can easily score the required three to five Gamebreaker Battle points to win the game.

— Lead By



"Lead by" games can be very tricky. They range from long, drawn-out, tug-of-war games to games that end in the blink of an eye. The most important ingredients in the "Lead by" games are a great shooter and a player with top steals. If you've got one player with high Shooting and Steals ratings, then you've always got a chance to steal the ball and sink a deuce to pull away from the competition. The best strategy is to play extremely aggressive D. Stick to the ball carrier and consistently take shots at the rock. Because the point of the game is to lead by a certain number of points, simply scoring points won't win you the game. If you play shot to shot, point for point against your opponent, you'll always be even. Steals win the game, playa'.

Friends

Sometimes one of your teammates will be friends with a player on a specific venue's cast. When this occurs, the friend offers you and your teammate a chance to participate in a one-time-only challenge for some extra RP and rewards. Below are Friend challenges that offer you rewards:

— Elton Brand's Friend Challenge at The GOAT—Jordan M3 (Black/University Blue)—7,500 RP earned if worn during a win

— Juan Dixon's Friend Challenge at The GOAT—Jordan M3 (Silver/University Blue/White)—5,000 RP earned if worn during a win

— Jason Kidd's Friend Challenge at Venice Beach—Jordan XXI PE (White/Varsity Red)—7,500 RP earned if worn during a win

— Larry Hughes's Friend Challenge at Franklin Park—Jordan XXI PE (White/Varsity Royal)—6,000 RP earned if worn during a win

— Chris Webber's Friend Challenge at Franklin Park—Jordan B'Loyal (Black/Metallic Silver-Varsity Red)—6,000 RP earned if worn during a win

— Jerry Stackhouse's Friend Challenge at the Dirt Bowl—Jordan Hi Rise (Black/Red/Gray)—2,000 RP earned if worn during a win

Conflicts and Rivals

All players in the game have an attitude setting. Players with a higher attitude setting are more likely to have a problem with how they are being used on your team. If a player has a problem with how you use him on your team, you will be informed following a challenge. This occurs if that player is being used less in favor of your other teammate. To resolve this conflict, you must ensure that the upset player is used properly. In the following game, use the upset player at his/her top statistic more then anyone else on your team.

Rivalries can also develop if you drop a player from your team with a high attitude setting. If a player with a high attitude is dropped from your team, he could be upset with how he was treated and challenge

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

you to a rival challenge. Rival challenges must be competed in and are worth zero RP. If you lose a rival challenge, you could lose the respect of your teammates and one of them could decide to leave your team. If this occurs, you must replace him with a new player.

Below are players with high attitude settings that are most likely to have conflicts on your team, or become your rival if you drop them from your team. Be sure to use them properly if they're a part of your squad.

Carmelo Anthony	Rafer Alston	Zach Randolph
Kobe Bryant	Jermaine O'Neal	Sebastian Telfair
Allen Iverson	Stephen Jackson	Mike Bibby
Paul Pierce	Damon Stoudamire	Ron Artest
Tyson Chandler	Antoine Walker	Chris Wilcox
Larry Hughes	Jason Williams	Mike James
Drew Gooden	Ricky Davis	Gilbert Arenas
Jerry Stackhouse	Vince Carter	Caron Butler
Rasheed Wallace	Stephon Marbury	Eddy Curry
Chauncey Billups	Steve Francis	
Jason Richardson	Chris Webber	

Homecourt Challenge Walkthrough

The following outlines the general path you take in Homecourt Challenge mode. Your task, playa', is to put your homecourt on the map. To do that, you have to ball past the best and brightest the NBA and WNBA has to offer. Though the following is a general outline of what can happen, you don't have to play every game available. The table following this text is one example of how to put your court on the map.

Phase 1

VENUE—Hometown Park/Court 1

SKILL LEVEL TO START—1

SKILL LEVEL TO LEAVE—3+

CHALLENGE VALUE—2,500 RP for win/625 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
Junior Santos	1	Pete De Fares	1
Skip Campbell	1	Mike Hamilton	1
Steve Sekkas	1	Milt Lane	1
Carl Archer	1	Quincy Teel	1

Ballers	Baller's Level	Ballers	Baller's Level
Alonzo Green	1	Teddy Hayes	1
Sean Arnstar	1	Nate Brown	1
J.J. Smoke	1	Trey Westbrook	1
Kenny Yu	1	Julius Jackson	1
Bobby Dickson	1	Carmelo Anthony	20
Conrad White	1		

Challenge Info

Everyone except Carmelo Anthony on this court could offer you a single challenge. Beating each challenge makes the challenger recruitable following the challenge. Once you hit Skill Level 3, Carmelo Anthony arrives at your hometown to offer you a challenge at his homecourt, Cloverdale in Baltimore.



Phase 2

VENUE—Cloverdale Courts/Court 1

SKILL LEVEL TO START—3+

SKILL LEVEL TO LEAVE—3+

CHALLENGE VALUE—2,500 RP for win/625 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
Carmelo Anthony	20	Juan Dixon	9
Sam Cassell	10	Antoine Walker	7

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Challenge Info

This is where the challenge Carmelo offered you in your hometown takes place. This is Carmelo's homecourt of Cloverdale, in Baltimore, Maryland. This is your first chance to play against NBA-caliber talent. When you successfully complete the challenge against Carmelo, you're invited to visit Franklin Park in Chicago via a challenge from Antoine Walker.

Rewards Available

Challenge	Reward
Carmelo Anthony's Challenge	Jordan Pure Game (Black/Metallic Silver/Miner's Gold), Access to Cloverdale Courts in all game modes

Phase 3

VENUE—Franklin Park/Court 1

SKILL LEVEL TO START—3+

SKILL LEVEL TO LEAVE—5+

CHALLENGE VALUE—4,500 RP for win/1,125 RP for loss

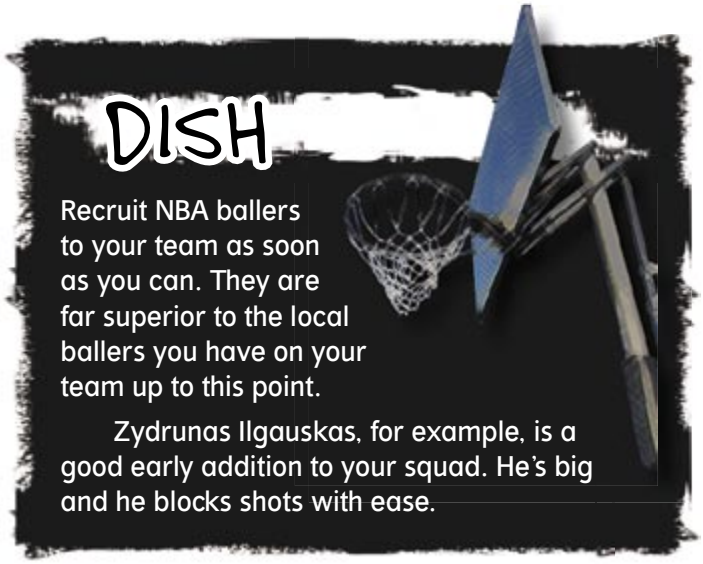
Ballers	Baller's Level	Ballers	Baller's Level
Andrew Bogut	9	Eddy Curry	8
Zydrunas Ilgauskas	9	Morris Peterson	8
Antoine Walker	7	Brandon Roy	11

Challenge Info

Once you've completed the challenge offered by Antoine Walker in Cloverdale Courts, you gain access to challenges in Franklin Park.

This is the first of the main challenge areas in Homecourt Challenge. This court represents Midwest USA. All ballers here are either from the Midwest or are foreign born and play in the Midwest (such as Ilgauskas). Each player has at least one challenge, and several have two (Eddy Curry, Andrew Bogut, Morris Peterson). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you reach Skill Level 5, Brandon Roy arrives at Franklin Park to offer you a challenge at Venice Beach Courts in Los Angeles, California.



Rewards Available

Challenge	Reward
Andrew Bogut's 2nd Challenge	Jordan High Rise (White/Metallic Silver/Varsity Royal/Varsity Red), Access to Franklin Park in all game modes

Phase 4

VENUE—Venice Beach Courts/Court 1

SKILL LEVEL TO START—5+

SKILL LEVEL TO LEAVE—7+

CHALLENGE VALUE—6,250 RP for win/1,563 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
Drew Gooden	9	Diana Taurasi	10
Mike Dunleavy	7	Lauren Jackson	8
Brandon Roy	11	Lisa Leslie	8
Adam Morrison	10	Smush Parker	6
Josh Childress	7		

Challenge Info

Once you've completed the challenge offered by Brandon Roy in Franklin Park, you gain access to challenges in Venice Beach.

This is the second of the main challenge areas. This court represents West Coast USA. All ballers here are from the West. Each player

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

has at least one challenge, and several have two (Drew Gooden, Mike Dunleavy, Brandon Roy, Josh Childress). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you reach Skill Level 7, Smush Parker arrives at Venice Beach to offer you a challenge at The GOAT Courts in New York City.



Rewards Available

Challenge	Reward
Diana Taurasi's Challenge	Jordan XXI PE (White/Black)
Lisa Leslie's Challenge	Brand Jordan Outfit 11 (Authentic Game Jersey/Shorts), Access to Venice Beach in all game modes

Phase 5

VENUE—The GOAT Court/Court 1

SKILL LEVEL TO START—7+

SKILL LEVEL TO LEAVE—8+

CHALLENGE VALUE—6,900 RP for win/1,725 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
Brevin Knight	7	Jameer Nelson	8
Troy Murphy	8	Andrea Bargnani	8
Cuttino Mobley	9	Tamika Catchings	9
Smush Parker	6	Sue Bird	7
Nenad Kristic	6	Jason Williams	11

Challenge Info

Once you've completed the challenge offered by Smush Parker in Venice Beach, you gain access to challenges in The GOAT courts.

This is the third of the main challenge areas in the mode. This court represents East Coast USA. All ballers here are either from the East, or are foreign born and play in the East (such as Krstic or Bargnani). Each player has at least one challenge, and several have two (Brevin Knight, Cuttino Mobley, Jameer Nelson). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you hit Skill Level 8, Jason Williams arrives at the GOAT to offer you a challenge at the Dirt Bowl in Lexington, Kentucky.



Rewards Available

Challenge	Reward
Andrea Bargnani's Challenge	Jordan M3 (White/Blue/Red), Access to The GOAT in all game modes

Phase 6

VENUE—Dirt Bowl/Court 1

SKILL LEVEL TO START—8+

SKILL LEVEL TO LEAVE—9+

CHALLENGE VALUE—7,000 RP for win/1,750 RP for loss

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

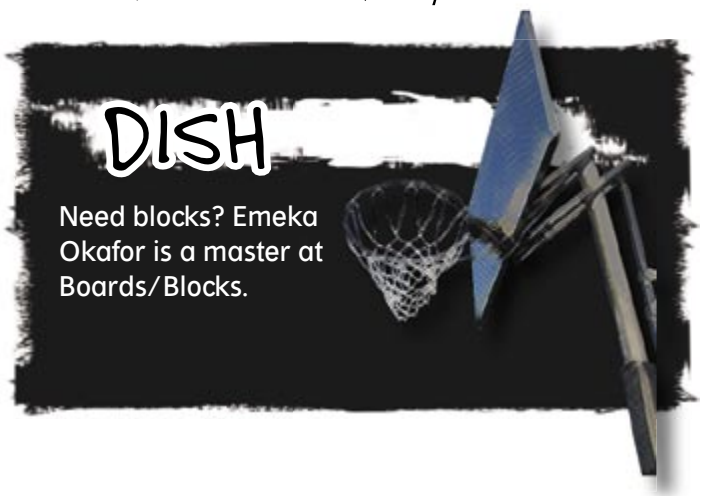
Ballers	Baller's Level	Ballers	Baller's Level
Joe Johnson	12	Stephen Jackson	10
Josh Smith	11	Boris Diaw	8
Emeka Okafor	13	Chris Wilcox	12
Gerald Wallace	12	Deron Williams	12
Josh Howard	11	Darko Milicic	8
Jerry Stackhouse	10	Desmond Mason	8
Eddie Jones	8	Mike Bibby	12
Jason Williams	11	Shareef Abdur-Rahim	11
Grant Hill	10	Sheryl Swoopes	9
Rashard Lewis	14	Rip Hamilton	17
Al Jefferson	5		

Challenge Info

Once you complete the challenge offered by Jason Williams at The GOAT, you have access to challenges in the Dirt Bowl.

This is the fourth of the main challenge areas in the mode. This court represents South USA. All ballers here are either from the South, or are foreign-born and play in the south (such as Milicic or Diaw). Each player has at least one challenge, and several have two (Gerald Wallace, Josh Howard, Eddie Jones, Boris Diaw). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you hit Skill Level 9, Rip Hamilton arrives at the Dirt Bowl to invite you to participate in the first of three Hometown Tournaments at his homecourt, Ash Park in Coatesville, Pennsylvania.





Rewards Available

Challenge	Reward
Josh Howard's 1st Challenge	Air Jordan V Retro (White/Fire Red-Black)
Eddie Jones's 1st Challenge	Air Jordan III Retro (White/Fire Red-Cement Gray)
Sheryl Swoopes's Challenge	Air Jordan XVI (Black/Varsity Red), Access to the Dirt Bowl in all game modes

Phase 7

VENUE—Ash Park

SKILL LEVEL TO START—9+

SKILL LEVEL TO LEAVE—9+

CHALLENGE VALUE—25,000 RP for winning the tournament



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Ballers	Baller's Level	Ballers	Baller's Level
Rip Hamilton	17	Rasheed Wallace	16
Kobe Bryant	20		

Challenge Info

Tournaments are always single-elimination format and are three games total. To leave Ash Park, you must beat the tournament and defeat Rip Hamilton and his team.



Rewards Available

Challenge	Reward
Rip Hamilton's Homecourt Tournament	Brand Jordan Outfit 8 (New Shimmer Top/Shorts), Access to Ash Park in all game modes

Phase 8

VENUE—Hometown Park/Court 2

SKILL LEVEL TO START—9+

SKILL LEVEL TO LEAVE—9+

CHALLENGE VALUE—100 RP for win/0 RP for loss in any challenges offered by previous cast members



Challenge Info

Every player from the courts you've visited thus far is on your homecourt offering you challenges. Each player only has one challenge each. The challenges are worth very few RP.

Juwan Howard offers you a challenge to return to Franklin Park.





Phase 9

VENUE—Franklin Park/Court 2

SKILL LEVEL TO START—9+

SKILL LEVEL TO LEAVE—10+

CHALLENGE VALUE—8,500 RP for win/2,125 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
Juwan Howard	10	Kirk Hinrich	13
Mike Miller	10	Luol Deng	11
Andre Iguodala	13	Bobby Simmons	9
Zach Randolph	10	Marko Jaric	8
Brad Miller	12	Ricky Davis	12
Michael Finley	10		

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Challenge Info

Once you complete the challenge offered by Juwan Howard in Hometown Park, you have access to a second set of challenges in Franklin Park.

This court represents Midwest USA. All ballers here are either from the Midwest or are foreign born and play in the Midwest (such as Deng or Jaric). Each player has at least one challenge, and several have two (Juwan Howard, Mike Miller, Bobby Simmons, Luol Deng). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you hit Skill Level 10, Ricky Davis arrives at Franklin Park to offer you a challenge to return to Venice Beach Courts in Los Angeles, California.



DISH

Try to recruit Andre Iguodala, he is a master dunker.



CLIP

Reaching Level 10 earns your created baller a nickname. Nicknames are based on how you play. Whatever skill you've leveled up the most in your career will determine the type of nickname you get.

Rewards Available

Challenge	Reward
Juwan Howard's 1st Challenge	Jordan M3 (White/Metallic Silver/Taxi)
Bobby Simmons's 2nd Challenge	Brand Jordan Outfit 6 (Retro 3 Jersey/Shorts)

Phase 10

VENUE—Venice Beach Courts/Court 2

SKILL LEVEL TO START—10+

SKILL LEVEL TO LEAVE—12+

CHALLENGE VALUE—12,000 RP for win/3,000 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
Jason Terry	13	T.J. Ford	9
Vladimir Radmanovic	10	Carlos Boozer	15
Damon Stoudamire	10	Mehmet Okur	10
Ricky Davis	12	Andre Miller	10
Tyson Chandler	12	Jamaal Tinsley	13
Luke Ridnour	11		

Challenge Info

Once you complete the challenge offered by Ricky Davis in Franklin Park, you have access to a second set of challenges in Venice Beach.

This court represents West Coast USA. All ballers here are either from the West or are foreign born and play in the west (such as Radmanovic or Okur). Each player has at least one challenge, and several have two (Vladimir Radmanovic, Ricky Davis, Tyson Chandler, Luke Ridnour, Mehmet Okur). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you hit Skill Level 12, Jamaal Tinsley arrives at Venice Beach to offer you a challenge to return to The GOAT Courts in New York City.



DISH

Recruit Andre Miller. He is a master passer and therefore a valuable asset to your team.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Rewards Available

Challenge	Reward
Carlos Boozer's 2nd Challenge	Brand Jordan Outfit 7 (Shimmer Top/Shorts)
T.J. Ford's Challenge in Venice 2	Air Jordan XIX (Black/Varsity Red)

Phase 11

VENUE—The GOAT Courts/Court 2

SKILL LEVEL TO START—12+

SKILL LEVEL TO LEAVE—14+

CHALLENGE VALUE—16000 RP for win/4000 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
Al Harrington	13	Samuel Cassell	10
Marcus Camby	11	Mike James	13
Jamaal Tinsley	13	Channing Frye	10
Samuel Dalembert	9	Caron Butler	11
Juan Dixon	9	Brendan Haywood	9
Speedy Claxton	10	J.R. Smith	13
Wally Szczerbiak	10	Chris Paul	17
Sebastian Telfair	9		

Challenge Info

Once you complete the challenge offered by Jamaal Tinsley in Venice Beach, you have access to a second set of challenges at The GOAT Courts.

This court represents East Coast USA. All ballers here are either from the East or are foreign born and play in the east (such as Dalembert). Each player has at least one challenge, and several have two (Jamaal Tinsley, Speedy Claxton, Sebastian Telfair). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you hit Skill Level 14, Chris Paul arrives at The GOAT to invite you to participate in the second of three Hometown Tournaments at his homecourt, Rupert Bell Rec Center in Winston-Salem, North Carolina.



Rewards Available

Challenge	Reward
Mike James's Challenge	Air Jordan XVIII (Black/Sport Royal)
Jamaal Tinsley's Challenge	Jordan Pure Game (White/Red/Black)
Sebastian Telfair's 1st Challenge in GOAT 2	Air Jordan V Retro (White/Sport Royal/Stealth)
Juan Dixon's Challenge	Air Jordan XVII (White/Black-Sport Royal)

Phase 12

VENUE—Rupert Bell Rec Center

SKILL LEVEL TO START—14+

SKILL LEVEL TO LEAVE—14+

CHALLENGE VALUE—70,000 RP for winning the tournament



The cast in the Rupert Bell tournament is made of teams of the best players from the casts of courts you have visited since the last tournament. Chris Paul is hosting the tournament, and his team is composed of fellow ballers from the Carolina area.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Ballers	Baller's Level	Ballers	Baller's Level
Chris Paul	17	Jerry Stackhouse	10
Jermaine O'Neal	16		

Challenge Info

To leave Rupert Bell, you must beat the tournament and defeat Chris Paul and his team.

Rewards Available

Challenge	Reward
Chris Paul's Homecourt Tournament	Brand Jordan Outfit 1 (Air Jordan XX2 Jersey/Shorts), Access to Rupert Bell Rec Center in all game modes

Phase 13

VENUE—Hometown Park/Court 2

SKILL LEVEL TO START—14+

SKILL LEVEL TO LEAVE—14+

CHALLENGE VALUE—100 RP for win/0 RP for loss in any challenges offered by previous cast members

Challenge Info

Every player from the courts you've visited between the first and second tournaments are on your homecourt offering you challenges. Each player only has one challenge each. The challenges are worth very few RP.

Corey Maggette offers you a challenge to return for a third time to Franklin Park.



DISH

Don't waste your time on the challenges offered by your former opponents, unless you want to work on some of your skills.

Rewards Available

Challenge	Reward
Juwan Howard's Challenge	Jordan B'Loyal (White/Black)

Phase 14

VENUE—Franklin Park/Court 3

SKILL LEVEL TO START—14+

SKILL LEVEL TO LEAVE—15+

CHALLENGE VALUE—17,500 RP for win/4,375 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
LeBron James	20	Michael Redd	16
Larry Hughes	14	Kevin Garnett	20
Jason Richardson	15	Chris Webber	13
Corey Maggette	15	Jamaal Magloire	12
Dwayne Wade	20	Baron Davis	17

Challenge Info

Once you complete the challenge offered by Corey Maggette in Hometown Park, you have access to a third set of challenges in Franklin Park.

This court represents Midwest USA. All ballers here are either from the Midwest or are foreign born and play in the Midwest (such as Magloire). Each player has at least one challenge, several have two (LeBron James, Larry Hughes, Jamaal Magloire). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you hit Skill Level 15, Baron Davis arrives at Franklin Park to offer you a challenge to return to Venice Beach Courts in Los Angeles, California.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Rewards Available

Challenge	Reward
LeBron James's 1st Challenge	Air Jordan XXII (White/Varsity Red-Black)
LeBron James' 2nd Challenge	Air Jordan IV (Black/Gray-Varsity Red)
Dwayne Wade's Challenge	Air Jordan VI (Black/True Red)
Kevin Garnett's Challenge	Air Jordan XX (White/Black-Varsity Red)

Phase 15

VENUE—Venice Beach Courts/Court 3

SKILL LEVEL TO START—15+

SKILL LEVEL TO LEAVE—16+

CHALLENGE VALUE—20,000 RP for win/5,000 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
Paul Pierce	17	Richard Jefferson	15
Tayshaun Prince	14	Shawn Marion	16
Chauncey Billups	16	Andrei Kirilenko	17
Baron Davis	17	Gilbert Arenas	18
Jason Kidd	18	Lamar Odom	13

Challenge Info

Once you complete the challenge offered by Baron Davis in Franklin Park, you have access to a third set of challenges at Venice Beach Courts.

This court represents West Coast USA. All ballers here are either from the West Coast or are foreign born and play in the west (such as Kirilenko). Each player has at least one challenge, several have two (Shawn Marion, Andrei Kirilenko). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you hit Skill Level 16, Lamar Odom arrives at Venice Beach to offer you a challenge to return to The GOAT Courts in New York City.



Rewards Available

Challenge	Reward
Baron Davis's Challenge	Air Jordan X (White/Black-Light Steel)
Andrei Kirilenko's 2nd Challenge	Air Jordan VIII (Black/Varsity Red)
Gilbert Arenas Challenge	Air Jordan XIII (Black/Varsity Red)
Jason Kidd's Challenge	Air Jordan XIV (Black/Varsity Red)
Paul Pierce's Challenge	Air Jordan XXI (Varsity Red/Black)

Phase 16

VENUE—The GOAT Courts/Court 3

SKILL LEVEL TO START—16+

SKILL LEVEL TO LEAVE—17+

CHALLENGE VALUE—25,000 RP for win/6,250 RP for loss

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Ballers	Baller's Level	Ballers	Baller's Level
Carmelo Anthony	20	Stephon Marbury	16
Rasheed Wallace	16	Steve Francis	15
Rip Hamilton	17	Charlie Villanueva	14
Rafer Alston	17	Allen Iverson	19
Elton Brand	17	Ron Artest	17
Kobe Bryant	20	Ben Gordon	14
Lamar Odom	13	Amare Stoudemire	18

Challenge Info

Once you complete the challenge offered by Lamar Odom in Venice Beach, you have access to a third set of challenges at The GOAT courts.

This court represents East Coast USA. All ballers here are from the East Coast. Each player has at least one challenge, and several have two (Rasheed Wallace, Ron Artest, Ben Gordon). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you hit Skill Level 17, Amare Stoudemire arrives at The GOAT to offer you a challenge to return to the Dirt Bowl in Lexington, Kentucky.



DISH

Master Skilled players who are part of this venue's cast are Carmelo Anthony (Shooting), Rip Hamilton (Shooting), Rafer Alston (Handles), Kobe Bryant (Shooting), Stephon Marbury (Handles), Allen Iverson (Handles), Ron Artest (Stealing).

Also, several players in this venue are temperamental. Be wary, because recruiting these players could cause conflicts on your team.

Rewards Available

Challenge	Reward
Kobe Bryant's Challenge	Air Jordan I Retro (White/Black/ Varsity Red)
Ron Artest's 2nd Challenge	Air Jordan III Retro (Black/ Dark Charcoal)
Stephon Marbury's Challenge	Air Jordan XII (White/Black-Taxi)
Rafer Alston's Challenge	Air Jordan II (White/Black-Varsity Red)
Allen Iverson's Challenge	Air Jordan XV (Black/Varsity Red)

Phase 17

VENUE—The Dirt Bowl/Court 2

SKILL LEVEL TO START—17+

SKILL LEVEL TO LEAVE—18+

CHALLENGE VALUE—30,000 RP for win/7,500 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
Ben Wallace	18	Tim Duncan	19
Dirk Nowitzki	18	Tony Parker	17
Tracy McGrady	20	Manu Ginobili	15
Yao Ming	17	Ray Allen	16
Jermaine O'Neal	16	Chris Bosh	17
Pau Gasol	15	Chris Paul	17
Shaquille O'Neal	18	Peja Stojakovic	14
Vince Carter	18	Antwan Jamison	16
Steve Nash	19	Dwight Howard	17
Amare Stoudemire	18	Carmelo Anthony	20

Challenge Info

Once you complete the challenge offered by Amare Stoudemire at The GOAT, you have access to a third set of challenges at the Dirt Bowl.

This court represents South USA. All ballers here are either from the South or are foreign born and play in the South (such as Nowitzki, Ming, Gasol, Nash, Duncan, Ginobili, Stojakovic). Each player has at least one challenge, and several have two (Ben Wallace, Pau Gasol, Amare Stoudemire, Manu Ginobili, Peja Stojakovic). Players with only one challenge can be recruited immediately following completion of their

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

challenge, while players with two challenges require you to complete both challenges before you can recruit them.

When you hit Skill Level 18, Carmelo Anthony arrives at the Dirt Bowl to invite you to participate in the third of three Hometown Tournaments at his homecourt, Cloverdale Courts in Baltimore, Maryland.





Rewards Available

Challenge	Reward
Ben Wallace's 2nd Challenge	Air Jordan IX (White/Black-True Red)
Tracy McGrady's Challenge	Air Jordan I Retro (Grey/White/Red)
Steve Nash's Challenge	Air Jordan VII (Black/Varsity Red-Varsity Purple)
Chris Paul's Challenge	Air Jordan V (Black/Black-Metallic Silver-Red
Ray Allen's Challenge	Air Jordan XI (White/Black-Dark Concord)

Phase 18

VENUE—Cloverdale Courts/Court 2

SKILL LEVEL TO START—18+

SKILL LEVEL TO LEAVE—18+

CHALLENGE VALUE—150,000 RP for winning the tournament



The cast in the Cloverdale Courts tournament is made of teams of the best players from the casts of courts you have visited since the last tournament. Carmelo Anthony is hosting the tournament, and his team is composed of fellow ballers from the Baltimore area.

Carmelo Anthony's Team	Baller's Level
Carmelo Anthony	20
Sam Cassell	10
Juan Dixon	9

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Challenge Info

Tournaments are always single-elimination format and are three games total. To leave Cloverdale, you must beat the tournament and defeat Carmelo Anthony and his team.

Rewards Available

Challenge	Reward
Carmelo Anthony's Homecourt Tournament	Brand Jordan Outfit 5 (Jordan New Mesh Jersey/Shorts)

Phase 19

VENUE—Brand Jordan Gym

SKILL LEVEL TO START—18+

SKILL LEVEL TO LEAVE—20

CHALLENGE VALUE—125,000 RP for win/31,250 RP for loss

Ballers	Baller's Level	Ballers	Baller's Level
Michael Finley	10	Chris Paul	17
Carmelo Anthony	20	Joe Johnson	12
Rip Hamilton	17	Josh Howard	11
Mike Bibby	12	Juwan Howard	10
Ray Allen	16	Bobby Simmons	9
Eddie Jones	8		

Challenge Info

With your success at the Homecourt Tournaments, you've been given an exclusive invitation to play with Brand Jordan athletes at the Brand Jordan Gym in Portland, Oregon. Each player has at least one challenge, and several have two (Michael Finley, Ray Allen, Eddie Jones). Players with only one challenge can be recruited immediately following completion of their challenge, while players with two challenges require you to complete both challenges before you can recruit them.

Once you have reached Skill Level 20, you're invitated to host your own Homecourt Tournament at your hometown's gym.



All challenges here are against athletes who are sponsored by Brand Jordan. All cast members are wearing only Brand Jordan gear.



This is your last good chance to level up your baller and increase his skills. Play through as many challenges as you can here to make sure you baller is at his best for his final challenge.

Rewards Available

Challenge	Reward
Michael Finley's 2nd Challenge	Air Jordan III (White/Red-Cement Gray)
Carmelo Anthony's Challenge	Air Jordan I (White/Black-Varsity Red)
Rip Hamilton's Challenge at NIKE Gym	Brand Jordan Outfit 3 (Classic Mesh Top/Shorts)
Eddie Jones's 1st Challenge at NIKE Gym	Brand Jordan Outfit 10 (Team Jersey/Shorts), Access to Brand Jordan Gym in all game modes

Phase 20

VENUE—Hometown Gym

SKILL LEVEL TO START—20

SKILL LEVEL TO LEAVE—20

CHALLENGE VALUE—1,000,000 RP for winning the tournament

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



CLIP

The cast in the Hometown Tournament is made of teams of the best players from the casts of courts you have visited throughout Homecourt Challenge. Carmelo Anthony's team, Chris Paul's team, and Rip Hamilton's team are all participants in this tournament. In addition, several teams of all-star players are invited to compete.



CLIP

After beating Homecourt Challenge, all remaining unlockable items are unlocked, so keep playin'!



DISH

The rule of thumb with unlockable gear is to always equip the gear that gives you the highest RP boost. That's it, balla'.

Rewards Available

Challenge	Reward
Hometown Tournament	All locked gear is unlocked, Access to Hometown Gym in all game modes

Level Req.	Game Goal	Opponent	Rewards	Bonus Challenge and Bonus Reward	Unlockable
Level 3	Dunks only game to 11	Carmelo Anthony and two ballers	2,500 RP, Jordan Pure Game	—	Access to Cloverdale courts, players, and challenges
Level 3	Lead by 3	Antoine Walker, Andrew Bogut, and Eddy Curry	2,500 RP	—	Access to Franklin Park courts, players, and challenges
Level 4	Play to 30	Andrew Bogut, Kirk Hinrich, Brad Miller	4,500 RP	—	—
Level 4	Dunks only to 30	Zyndrunas Ilgauskas, Michael Finely, Jamaal Magloire	4,500 RP	Perform 1 successful steal, 500 RP	—
Level 4	Pick up game to 5	Morris Peterson, Michael Redd, Zach Randolph	4,500 RP	Complete 2 successful steals, 6,500 RP	—
Level 4	Shots only to 15	Eddy Curry, Chris Webber, Andre Iguodala	4,500 RP	—	—
Level 5	Pick up game to 21	Brandon Roy, Drew Gooden, Lisa Leslie	4,500 RP	—	Access to Venice Beach courts, players, and challenges
Level 5	Dunks only to 7	Eddy Curry, Chris Webber, Andre Iguodala	4,500 RP	—	—
Level 5	Lead by 3	Morris Peterson, Michael Redd, Zach Randolph	4,500 RP	—	—
Level 5	Shots only to 7	Drew Gooden, T.J. Ford, Vladimir Radmanovic	6,250 RP	—	—
Level 5	Play to 30	Adam Morrison, Andre Miller, Tyson Chandler	6,250 RP	Complete 2 alley-oops, 3,600 RP	—
Level 5	Play to 30	Mike Dunleavy, Damon Stoudamire, Mehmet Okur	6,250 RP	—	—
Level 5	Shots only to 15	Brandon Roy, Ricky Davis, Luke Ridnour	6,250 RP	—	—
Level 6	Dunks only to 11	Drew Gooden, T.J. Ford, Vladimir Radmanovic	6,250 RP	Complete 2 successful steals, 2,000 RP	—
Level 7	Play to 11	Diana Taurasi, Andre Miller, Carlos Boozer	6,250 RP, Jordan XXI PE	—	—
Level 7	Play to 21	Smush Parker, Jameer Nelson, Brevin Knight	6,250 RP	—	Access to The GOAT courts, players, and challenges
Level 7	Dunks only to 11	Lauren Jackson, T.J. Ford, Tyson Chandler	6,250 RP	—	—

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Level Req.	Game Goal	Opponent	Rewards	Bonus Challenge and Bonus Reward	Unlockable
Level 7	Play to 7	Smush Parker, Brendan Haywood, Sebastian Telfair	6,900 RP	—	—
Level 7	Play to 21	Cuttino Mobley, Wally Szczerbiak, Samuel Dalembert	6,900 RP	—	—
Level 7	Lead by 3	Brevin Knight, Charlie Villanueva, Al Harrington	6,900 RP	Complete 2 successful steals, 2,000 RP	—
Level 7	Dunks only to 11	Nenad Krstic, Marcus Camby, Sam Cassell	6,900 RP	Complete 2 successful steals, 2,000 RP	—
Level 7	Dunks only to 7	Jameer Nelson, Steve Francis, Channing Frye	6,900 RP	—	—
Level 7	Gamebreaker Battle to 3	Sue Bird, Mike James, Sam Cassell	6,900 RP	—	—
Level 7	Play to 5	Brevin Knight, Al Harrington, Charlie Villanueva	6,900 RP	Complete 2 successful rebounds, 2,000 RP	—
Level 8	Play to 21	Jason Williams, Joe Johnson, Emeka Okafor	6,900 RP	—	Access to the Dirt Bowl court, players, and challenges
Level 8	Dunks only to 7	Gerard Wallace, Tracy McGrady, Chris Wilcox	7,000 RP	—	—
Level 8	Lead by 5	Eddie Jones, Josh Smith, Pau Gasol	7,000 RP, Air Jordan III Retro	Complete 3 successful Gamebreakers, 10,000 RP	—
Level 8	Play to 7	Jason Williams, Shaquille O'Neal, Al Jefferson	7,000 RP	—	—
Level 8	Play to 30	Mike Bibby, Peja Stojakovic, Shareef Abdur-Rahim	7,000 RP	—	—
Level 8	Play to 30	Mike Bibby, Peja Stojakovic, Shareef Abdur-Rahim	7,000 RP	—	—
Level 8	Play to 11	Grant Hill, Dwight Howard, Rashard Lewis	7,000 RP	—	—
Level 8	Play to 5	Joe Johnson, Manu Ginobili, Darko Milicic	7,000 RP	—	—
Level 8	Shots only to 11	Rashard Lewis, Steve Nash, Vince Carter	7,000 RP	—	—
Level 9	Win tournament	NBA All-Stars, hosted by Rip Hamilton	25,000 RP, Jordan Outfit 8	—	Access to Ash Park courts, players, and challenges
Level 9	Shots only to 15	Juwan Howard, Kirk Hinrich, Michael Finley	6,250 RP, Jordan B'Loyal	—	Access to Franklin Park courts, players, and challenges
Level 9	Dunks only to 7	Brad Miller, Kevin Garnett, Eddy Curry	8,500 RP	—	—
Level 9	Play to 30	Andre Iguodala, Dwayne Wade, Bobby Simmons	8,500 RP	—	—
Level 9	Shots only to 7	Zach Randolph, Marko Jaric, Michael Redd	8,500 RP	Block 2 shots, 1,000 RP	—
Level 9	Play to 11	Mike Miller, Larry Hughes, Zyndrunas Ilgauskas	8,500 RP	Grab 2 rebounds, 2,500 RP	—
Level 9	Shots only to 11	Juwan Howard, Jason Richardson, Luol Deng	8,500 RP, Jordan M3	Grab 4 rebounds, 1,000 RP	—
Level 9	Shots only to 7	Juwan Howard, Jason Richardson, Luol Deng	8,500 RP	—	—
Level 10	Dunks only to 7	Ricky Davis, Tyson Chandler, Jason Terry	8,500 RP	—	Access to Venice Beach courts, players, and challenges
Level 10	Dunks only to 5	Ricky Davis, Baron Davis, Brandon Roy	12,000 RP	—	—
Level 10	Shots only to 7	Mehmet Okur, Richard Jefferson, Drew Gooden	12,000 RP	—	—
Level 10	Play to 21	Jason Terry, Paul Pierce, Carlos Boozer	12,000 RP	—	—
Level 10	Lead by 5	T.J. Ford, Andrei Kirilenko, Gilbert Arenas	12,000 RP, Air Jordan XIX	Complete 3 alley-oops, 4,000 RP	—
Level 11	Dunks only to 15	Damon Stoudamire, Chauncey Billups, Mike Dunleavy	12,000 RP	—	—
Level 11	Dunks only to 5	Luke Ridnour, Shawn Marion, Diana Taurasi	12,000 RP	—	—
Level 11	Shots only to 11	Ricky Davis, Baron Davis, Brandon Roy	12,000 RP	Complete 5 steals, 7,500 RP	—
Level 12	Play to 15	Jamaal Tinsley, Marcus Camby, Mike James	12,000 RP	—	Access to the GOAT courts, players, and challenges
Level 12	Dunks only to 5	Marcus Camby, Carmelo Anthony, Ron Artest	16,000 RP	—	—
Level 12	Dunks only to 21	Caron Butler, Steve Francis, Elton Brand	16,000 RP	—	—
Level 12	Gamebreaker Battle to 5	Samuel Dalembert, Rip Hamilton, Cuttino Mobley	16,000 RP	Complete 5 steals, 12,750 RP	—
Level 12	Play to 21	Mike James, Lamar Odom, Andrea Bargnani	16,000 RP, Air Jordan XVIII	—	—
Level 12	Play to 30	Jamaal Tinsley, Troy Murphy, Rasheed Wallace	16,000 RP, Jordan Pure Game	—	—
Level 12	Shots only to 7	Speedy Claxton, Kobe Bryant, Nenad Krstic	16,000 RP	—	—
Level 13	Dunks only to 11	Juan Dixon, Allen Iverson, Smush Parker	16,000 RP	Complete 2 steals, 3,000 RP	—

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Level Req.	Game Goal	Opponent	Rewards	Bonus Challenge and Bonus Reward	Unlockable
Level 13	Shots only to 7	Jamaal Tinsley, Troy Murphy, Rasheed Wallace	16,000 RP, Air Jordan XVII	Block 4 shots, 4,500 RP	—
Level 13	Shots only to 5	Al Harrington, Brevin Knight, Ben Gordon	16,000 RP	Grab 6 rebounds, 14,000 RP	—
Level 14	Win tournament	NBA All-Stars, hosted by Chris Paul	70,000 RP, Jordan Outfit 1	—	Access to Rupert Bell courts, players, and challenges
Level 14	Dunks only to 21	Corey Maggette, Larry Hughes, Michael Redd	17,500 RP	—	Access to Franklin Park courts, players, and challenges
Level 14	Lead by 5	Chris Webber, Morris Peterson, Luol Deng	17,500 RP	—	—
Level 14	Dunks only to 30	Larry Hughes, Juwan Howard, Zyndrunas Ilgauskas	17,500 RP	Complete 3 steals, 2,500 RP	—
Level 14	Dunks only to 15	Jason Richardson, Juwan Howard, Zyndrunas Ilgauskas	17,500 RP	Complete 4 steals, 3,500 RP	—
Level 14	Shots only to 5	Michael Redd, Marko Jaric, Andre Iguodala	17,500 RP	—	—
Level 14	Play to 11	Kevin Garnett, Zach Randolph, Eddy Curry	17,500 RP, Air Jordan XX	—	—
Level 14	Dunks only to 21	Dwayne Wade, Jamaal Magloire, Bobby Simmons	17,500 RP, Air Jordan VI	—	—
Level 15	Play to 7	Baron Davis, Luke Ridnour, Jason Kidd	17,500 RP	—	Access to Venice Beach courts, players, and challenges
Level 15	Gamebreaker Battle to 3	Baron Davis, Brandon Roy, Ricky Davis	20,000 RP, Air Jordan X	—	—
Level 15	Play to 30	Gilbert Arenas, Mehmet Okur, T.J. Ford	20,000 RP, Air Jordan XIII	—	—
Level 15	Play to 7	Chauncey Billups, Damon Stoudamire, Mike Dunleavy	20,000 RP	—	—
Level 15	Play to 11	Paul Pierce, Jason Terry, Adam Morrison	20,000 RP, Air Jordan XXI	Complete 2 steals, 5,000 RP	—
Level 15	Dunks only to 30	Richard Jefferson, Adam Morrison, Luke Ridnour	20,000 RP	Complete 3 steals, 15,000 RP	—
Level 16	Shots only to 15	Lamar Odom, Stephon Marbury, Allen Iverson	20,000 RP	—	Access to the GOAT courts, players, and challenges
Level 16	Play to 5	Tayshaun Prince, Drew Gooden, Vladimir Radmanovic	20,000 RP	—	—
Level 16	Lead by 3	Rip Hamilton, Troy Murphy, Sebastian Telfair	25,000 RP	Complete 2 Gamebreakers, 25,000 RP	—
Level 16	Dunks only to 5	Carmelo Anthony, Sam Cassell, Speedy Claxton	25,000 RP	Grab 8 rebounds, 14,500 RP	—
Level 16	Play to 15	Rafer Alston, Marcus Camby, Cuttino Mobley	25,000 RP, Air Jordan II	Block 4 shots, 10,000 RP	—
Level 16	Dunks only to 30	Kobe Bryant, Charlie Villanueva, Nenad Krstic	25,000 RP, Air Jordan I Retro	—	—
Level 16	Dunks only to 7	Lamar Odom, Jameer Nelson, Channing Frye	25,000 RP	—	—
Level 17	Dunks only to 7	Amare Stoudemire, Shaquille O'Neal, Pau Gasol	25,000 RP	—	Access to the Dirt Bowl court, players, and challenges
Level 17	Play to 30	Yao Ming, Josh Howard, Chris Bosh	30,000 RP	—	—
Level 17	Dunks only to 5	Tim Duncan, Tony Parker, Stephen Jackson	30,000 RP	—	—
Level 17	Play to 7	Ben Wallace, Antwan Jamison, Josh Smith	30,000 RP	—	—
Level 17	Play to 21	Tracy McGrady, Gerald Wallace, Chris Paul	30,000 RP, Air Jordan I Retro	—	—
Level 17	Lead by 5	Steve Nash, Ray Allen, Rashard Lewis	30,000 RP, Air Jordan VII	—	—
Level 17	Gamebreaker Battle to 5	Chris Paul, Desmond Mason, Jermaine O'Neal	30,000 RP, Air Jordan III	—	—
Level 17	Dunks only to 11	Ray Allen, Deron Williams, Vince Carter	30,000 RP, Air Jordan XI	—	—
Level 17	Dunks only to 15	Dwight Howard, Vince Carter, Shaquille O'Neal	30,000 RP	—	—
Level 18	Win tournament	NBA All-Stars, hosted by Carmelo Anthony	150,000 RP, Jordan Outfit 5	—	Access to Brand Jordan Gym court, players, and challenges
Level 18	Lead by 3	Dirk Nowitzki, Emeka Okafor, Peja Stojakovic	30,000 RP	—	—
Level 19	Play to 15	Michael Finley, Chris Paul, Ray Allen	125,000 RP	Block 4 shots, 25,000 RP	—
Level 19	Lead by 3	Rip Hamilton, Josh Howard, Eddie Jones	125,000 RP, Jordan Outfit 3	—	—
Level 19	Shots only to 5	Carmelo Anthony, Mike Bibby, Joe Johnson	125,000 RP, Air Jordan I	—	—
Level 20	Play to 21	Michael Finley, Chris Paul, Ray Allen	125,000 RP, Air Jordan III	Block 2 shots, 12,500 RP	—
Level 20	Shots only to 11	Eddie Jones, Joe Johnson, Josh Howard	125,000 RP, Jordan Outfit 10	—	—
Level 20	Play to 5	Chris Paul, Mike Bibby, Ray Allen	125,000 RP	—	—
Level 20	Win tournament	NBA All-Stars, hosted by Carmelo Anthony	1,000,000 RP	—	Access to Hometown Gym court

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Gamebreaker Battle



Watch out now! Gamebreaker Battle is the mode for streetball-style handles and tremendous trick chains. In this mode, it doesn't matter if you can sink the deuce from behind the line or can swish it from half-court. In Gamebreaker Battle, only points scored within Gamebreaker mode count.

Ballers with exceptional Handles ratings can shine here. Rack up the trick points, fill the meter, and trigger your Gamebreaker; only then do the baskets count. That's not to say that sinking a basket outside of Gamebreaker mode is useless—quite the contrary, kid. You have to sink baskets to make your trick points count, remember?





The best strategy for a Gamebreaker Battle is to leave your team in the hands of your best Handlers. Pass them the ball and have them rack up the points and fill the meter. After the meter is full, dish it out for a dunk or layup. Don't risk the long-range ball because if it's blocked, the hard work of filling the meter goes to waste. Go for the sure thing.

When your Gamebreaker meter is full, cut loose. Trigger it and swing the ball to the Handlers. Boost the Gamebreaker meter to rack up point multipliers and sink the easy ball. When one maxed out Gamebreaker is worth four points, a sick Handler is like the golden goose.

Trick Battle



Trick Battle is similar to Gamebreaker Battle. The main difference is that while Gamebreaker Battle requires you to score points during a

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Gamebreaker, in Trick Battle acquiring a Gamebreaker is points. As you perform tricks, the Gamebreaker meter fills it up. As in Gamebreaker Battle, you're required to sink a basket to make the tricks count, but the basket won't count toward your points.

Every time you fill the Gamebreaker meter, a point is tallied on your scoreboard. It's not basket battle, it's Trick Battle. To come out on top, use a similar strategy as in Gamebreaker Battle. Rely on your baller with the best Handles to rack up trick points, and flip the sphere to your best shooter to make the trick points count.

Back to Basics



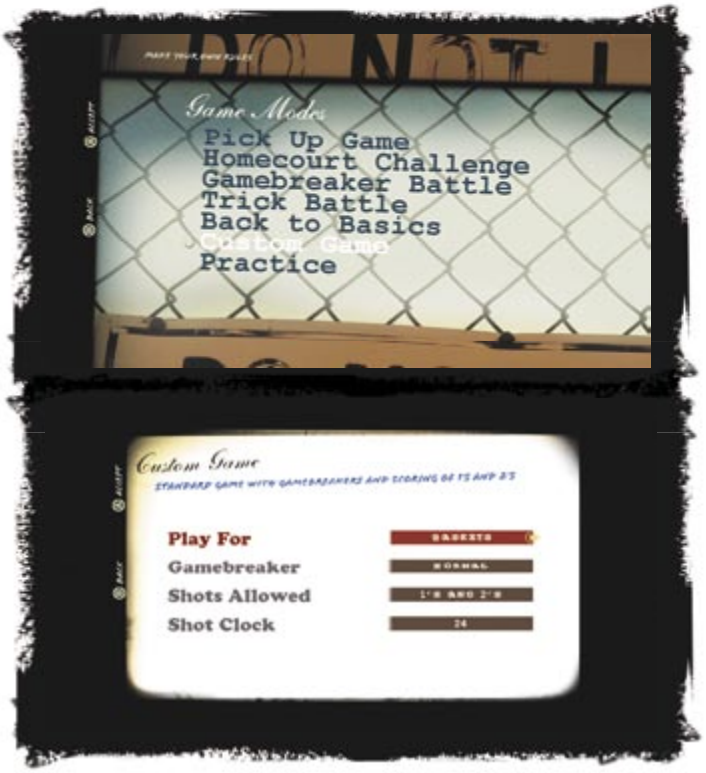
Back to Basics mode is basketball in its purest form. It's basketball without the tricks or Gamebreakers. It's just like it sounds: basic. Whenever you want to play some straight up B-ball, go to Back to Basics mode.

It removes the trick counter and Gamebreaker meter, leaving only the basket, the scoreboard, and the hardtop under your feet. The best strategy for this mode is to play a hard, balanced game. Play hard D and fight while on offense. Keep your turnovers low and don't bother with tricks for anything other than to get past your defender.

Custom Game

In a Custom Game you can create your own type of game by modifying the scoring objectives and rules of the game. The setup is easy, champ.

Choose what kind of game you want to play, at what difficulty, and how to score.



Tweak the following options to create your perfect, custom game.

Play For: Play for Baskets, Gamebreakers, or Trick Battle.

Gamebreaker: Choose between Normal, Medium, or Maximum boosts from Gamebreakers.

Shot Allowed: Choose whether points scored will be All 1s, 1s and 2s, or 2s and 3s.

Shot Clock: Set the shot clock for 8, 16, 24, 32, 40, or 48 seconds. You can also turn it off.

Spot Points: Spot one team up to one point less than the Play To amount.

Play To: Choose to play a game for anything between 6 and 100 points.

Difficulty: Choose Easy, Medium, Hard, or Expert difficulty for computer-controlled players.

Practice

Don't dismiss Practice mode; it is one of the most useful modes available. As the saying goes, practice makes perfect. So use this mode to get your tricks down pat.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Choose a team and take the court. While on the practice court, switch out between players and try different types of techniques. Most importantly though, during Practice mode, the shot clock still functions. Use the shot clock to practice perfectly timed trick chains.



CLIP

There are no options to Practice mode. It is open ended. Even though the shot clock functions, it won't penalize you for running out of time. It is a means to help you adjust for time during actual play.

Create Baller

Create Baller mode is like the Create Baller mode found before starting Homecourt Challenge. The options are the same. For details on creating a baller suited to your style, see the Homecourt Challenge text.

Online



Take it to the streets, kid; the global streets. In Online mode you can take your skills to the global arena. Challenge players from across the world in a Quick Game or a user-created Custom Game, or create a session of your own. Use the Leaderboards option to seek out the world's top ballers and challenge them to a throw down.

My Online Homecourt is your personal space with tons of information on your online career, your personal settings, NBA news, and so on. Check in often; it is your homecourt after all.

Rewards



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



To the victor go the spoils, right, champ? If so, this is where you keep your treasure list. Before playing a game, check the Rewards section to keep track of the following.

Milestone: Keep track of milestones and their unlockables.

Courts: See all unlocked courts.

All Created Ballers: Monitor your created ballers' progress and stats.

Achievements (Xbox 360 only): See which Xbox 360 Achievements you've unlocked.

Though it may seem like a list of reasons to brag, the Rewards section is more useful than that. Check in before games to set side goals for when you play. Aside from the requirements set by in-game modes such as Homecourt Challenge or Gamebreaker Battle, the Milestones list offers great incentive to change up your play style and achieve new goals.

Homecourt Extras



Curious ballers looking to get the most out of *NBA STREET: Homecourt* should check the Homecourt Extras option. Peep Gameplay and Promo videos, Interviews, Event information, and a Credits list.



Options



The Options menu is where you tune up your playing experience. Here you can do everything from manage your profile to adjust the volume of in-game sound effects. Read on to see your list of choices.

Profile Manager: Delete, rename, or load player profiles.

EA™ Trax: Change which EA™ Trax play during gameplay.

Controller Layout: Check the controller layout for a quick in-game refresher course.

On Screen Help: Turn hints and tips on and off, or play them at certain points only.

Auto Replays: Choose to play auto replays sometimes, always, or never.

Camera Type: Choose between sideline, spectator, or default views of the action.

Gameplay SFX: Adjust the volume of gameplay sound effects.

Player Speech: Adjust players' speech volume.

Menu SFX: Adjust the volume of menu sound effects.

Music Volume: Adjust the music volume.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



TEAMS

- Atlanta Hawks
- Boston Celtics
- Charlotte Bobcats
- Chicago Bulls
- Cleveland Cavaliers
- Dallas Mavericks
- Denver Nuggets
- Detroit Pistons
- Golden State Warriors
- Houston Rockets
- Indiana Pacers
- Los Angeles Clippers
- Los Angeles Lakers
- Memphis Grizzlies
- Miami Heat
- Milwaukee Bucks
- Minnesota Timberwolves
- New Jersey Nets
- New Orleans Hornets
- New York Knicks
- Orlando Magic
- Philadelphia 76ers
- Phoenix Suns
- Portland Trail Blazers
- Sacramento Kings
- San Antonio Spurs
- Seattle Supersonics
- Toronto Raptors
- Utah Jazz
- Washington Wizards
- WNBA Stars

The following profiles detail every team available in *NBA STREET: Homecourt*. They will give you an idea of how each team is "built," beginning with their most basic building blocks, the ballers. That means we break down every player's stat from Shooting to Handles so you know who to pick for your play style or how to play a particular type of game (All Shots or All Dunks for example).

If you can't make up your mind, peep the Recommended Lineups table. There you can see which players to pick for an offensive throw down or a grueling defensive duel. In the end, the information in the team profiles is for you to do with what you will. It is raw material for you to craft your perfect game. Play on, playa'!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Atlanta Hawks

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Joe Johnson	Shooting	Boards/Block	83	71	49	22	81	80	53	75
Josh Smith	Dunking	Passing	62	56	125	70	60	52	67	80
Speedy Claxton	Passing	Dunking	55	88	1	3	85	86	42	90
Josh Childress	Dunking	Passing	44	40	71	48	69	45	45	75

Playing As



With two of its four men being less-than-stellar passers, the Atlanta Hawks' main weakness is Passing. You can toss Speedy Claxton into the mix to improve your passing on the team, as it is his strength, but you'd be better off formulating a strong offense instead.

While playing as the Hawks, keep the following saying in mind, "the best defense is a strong offense," because nothing about the Hawks' lineup screams tough D.

Playing Against



The Hawks are a tough offensive team, with three of their four players specializing in Shooting or Dunking. Expect a tough offensive showing from them. To beat them you have to play their game. Go basket for basket and play the boards when Johnson is shooting. If Claxton is out of the lineup, keep the pressure on them and don't let them pass.

They're not a defensive team, playa'. Remember that pressure busts pipes, so keep offensive pressure on them and break down their game.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

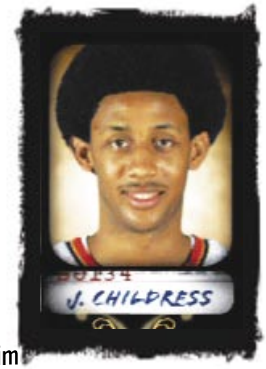
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Joe Johnson	Joe Johnson
Josh Smith	Josh Smith
Josh Childress	Speedy Claxton

Baller Profiles

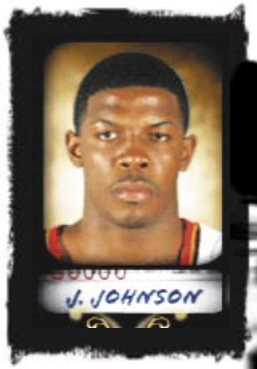
Josh Childress



NUMBER: 1
POSITION: Guard/Forward
BORN: Jun 20, 1983
HEIGHT: 6-8
WEIGHT: 210 lbs.

This Stanford baller has been a Hawk for two pro seasons now. His size and versatility make him a great addition to the Hawks' offensive lineup. J-Chill is the Hawks' premier dunker, so use his skills above the bucket to slam the opposition and dunk your way to victory.

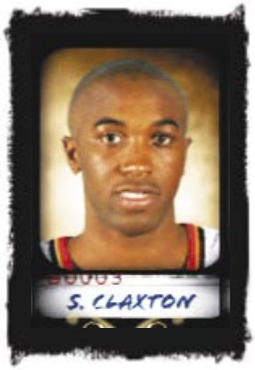
Joe Johnson



NUMBER: 2
POSITION: Guard/Forward
BORN: Jun 29, 1981
HEIGHT: 6-7
WEIGHT: 235 lbs.

After spending time with the Suns, Joe Johnson landed in Atlanta and began to make a name for himself. His impressive first year as a Hawk was reminiscent of another great Hawks player, Dominique Wilkins. Johnson's exceptional Shooting skill should be a part of the Hawks lineup.

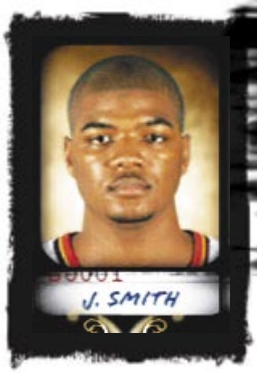
Speedy Claxton



NUMBER: 12
POSITION: Guard
BORN: May 8, 1978
HEIGHT: 5-11
WEIGHT: 170 lbs.

Speedy Claxton is a five-year veteran of the courts. He has brought Atlanta a much-needed playmaker and can dish the ball around the court with great efficiency. Toss him into your defensive lineup to keep the ball moving and away from the other team.

Josh Smith



NUMBER: 5
POSITION: Forward
BORN: Dec 5, 1985
HEIGHT: 6-9
WEIGHT: 235 lbs.

For a rookie, Smith wasted no time making his name as a flashy dunker. In only his second season as a Hawk, Smith is on pace to become one of its most important players. He's not all flash, though; while playing in his homecourt of Oak Hill, he was awarded an Academic Award in 2003–2004 for maintaining the highest grade point average; he's got smarts too, champ. Keep Smith in the lineup for his amazing dunks and great all-around play.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Boston Celtics

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Paul Pierce	Shooting	Boards/Blocks	125	57	64	32	85	80	68	81
Sebastian Telfair	Handles	Dunking	55	80	5	12	90	85	40	95
Al Jefferson	Boards/Blocks	Shooting	5	9	65	82	55	38	81	53
Wally Szczerbiak	Shooting	Boards/Blocks	74	52	40	22	67	45	69	69

Playing As



The Boston Celtics can be played a few different ways, kid. Their primary offensive strengths, however, revolve around two good shooters, Paul Pierce and Wally Szczerbiak. While on offense get Pierce and Szczerbiak into the mix. Keep them shooting on the outside and vary your third man depending on your opponent.

Telfair's Handles are more than suitable for a battle centered on tricks, while Jefferson's Boards/Blocks rating is perfect for balancing out Pierce and Szczerbiak.

Playing Against



The Celtics are a lot like the Hawks; they're not a defensive team. It's all good though. Jefferson's Boards/Blocks ratings are good enough to keep your dunks in the single digits.

Work around him to turn a game against the Celtics into your type of game. Either shoot it out or slam on them all day long. Play an equally intense defense, because they can put up points quickly.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

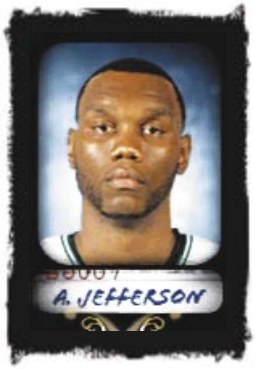
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Paul Pierce	Paul Pierce
Wally Szczerbiak	Al Jefferson
Sebastian Telfair	Sebastian Telfair

Baller Profiles

Al Jefferson



NUMBER: 7
POSITION: Forward
BORN: Jan 4, 1985
HEIGHT: 6-10
WEIGHT: 256 lbs.

Al Jefferson is a career Celtic. Jefferson has shown that he has what it takes to be a great rebounder and blocker. Keep Jefferson in your line for tough defensive matchups. He's no slouch when it comes to dunks either.

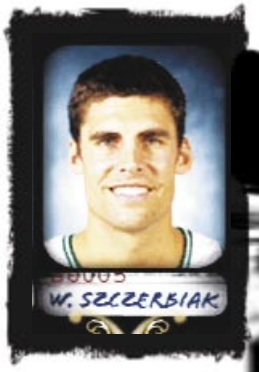
Paul Pierce



NUMBER: 34
POSITION: Guard/Forward
BORN: Oct 13, 1977
HEIGHT: 6-6
WEIGHT: 230 lbs.

Paul Pierce is no stranger to making his presence felt. In his first All-Star appearance, he lit up for 23 minutes, scoring 19 points and grabbing 7 rebounds. He has managed to average over 21 points per game for the last 5 seasons and shows no signs of slowing down. He's an amazing shooter and an asset to your Celtics lineup.

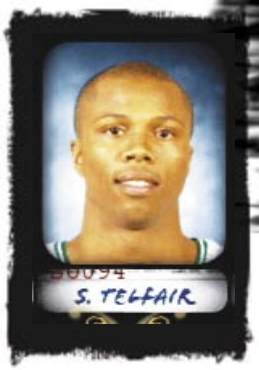
Wally Szczerbiak



NUMBER: 55
POSITION: Forward
BORN: Mar 5, 1977
HEIGHT: 6-7
WEIGHT: 244 lbs.

This seven-year veteran of the NBA made his name as part of the Minnesota Timberwolves before taking his Shooting skills to Beantown. After making himself a key player in Boston, he fell to an injury and missed 53 games. In the meantime, his presence in *NBA STREET: Homecourt* is as exciting as ever. He is a great shooter who can devastate opponents from the perimeter.

Sebastian Telfair



NUMBER: 30
POSITION: Guard
BORN: Jun 9, 1985
HEIGHT: 6-0
WEIGHT: 160 lbs.

Too bad for Telfair that the NBA can't keep track of sick handles. If it did, Telfair would be one of its top ballers. As it stands, as one of the Celtics' newest additions, Telfair brings a certain flair to the lineup. If Telfair is in your offensive lineup, the opposition will scream, "no fair!"

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Charlotte Bobcats

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Emeka Okafor	Boards/Blocks	Passing	35	18	69	125	36	25	85	64
Gerald Wallace	Dunking	Shooting	42	61	82	67	60	82	57	76
Adam Morrison	Shooting	Boards/Block	72	60	64	36	65	55	63	70
Brevin Knight	Passing	Dunking	52	99	1	14	83	83	43	86

Playing As



You want to talk about balance, playa'? Let's talk about the Bobcats. Between Morrison's Shooting, Wallace's Dunking, and Knight's Passing ratings, you've got yourself a well-balanced team capable of doing it all.

The only downside to this lineup is that they're weak on defense. You'll find yourself in a lot of shootouts with these three, so be ready. Emeka Okafor is your main man on D. He is your strongest defensive player with good Boards/Blocks ratings. If you want to help him, however, throw Wallace into the lineup. As long as you mix it up and play to each player's strengths, you'll have no problem ballin' with the best.

Playing Against



Keep a lid on Okafor; eliminate him from their defensive game. He's their only stopper on D, so keep him off balance and run a fast-paced offense. We're not talking fast breaks or anything; we're talking about maintaining the pressure on their D by keeping your Handles time to a minimum.

Don't get fancy trying to trick; do what you need to do to score. If you're required to pull off a lot of tricks for Trick Battle or Gamebreaker Battles, keep them clean and simple.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Adam Morrison	Adam Morrison
Gerald Wallace	Emeka Okafor
Brevin Knight	Brevin Knight

Baller Profiles

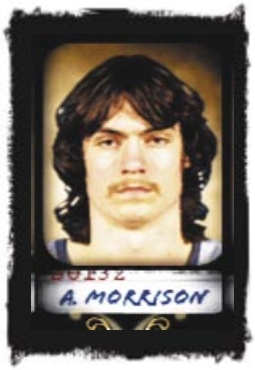
Brevin Knight



NUMBER: 22
POSITION: Guard
BORN: Nov 8, 1975
HEIGHT: 5-10
WEIGHT: 170 lbs.

Across nine seasons as an NBA legend, Brevin Knight has played with seven teams. While some may call him a journeyman, his teammates call him a leader. His slick Passing skills create great opportunities for his teammates. He is the Bobcats' best playmaker, so use him well and use him often.

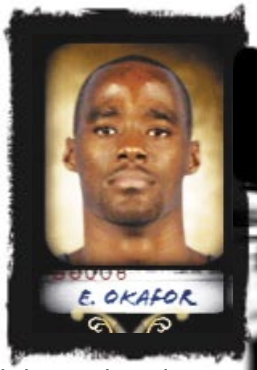
Adam Morrison



NUMBER: 35
POSITION: Forward
BORN: Jul 19, 1984
HEIGHT: 6-8
WEIGHT: 205 lbs.

Adam Morrison has basketball blood. The son of a basketball coach who grew up to become one of the NBA's hottest rookies, Morrison makes his NBA debut as a Charlotte Bobcat. Rely on Morrison's Shooting to rack up mad points, playa'. He's the cornerstone of a great offensive Bobcat team.

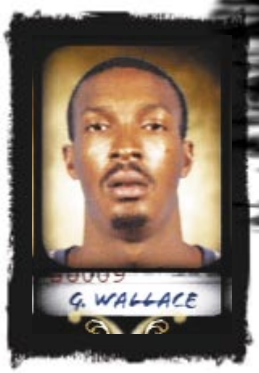
Emeka Okafor



NUMBER: 50
POSITION:
Center/Forward
BORN: Sep 28, 1982
HEIGHT: 6-10
WEIGHT: 252 lbs.

With Okafor on the Bobcats, its clear to see that Charlotte has been blessed…literally. Okafor's real name, in fact, is Chukwuemeka and means "God has done well." If you want your team to do well, keep Emeka in your defense. He is a true shut-down defender who can block on the perimeter and pick up plenty of boards.

Gerald Wallace



NUMBER: 3
POSITION: Forward
BORN: Jul 23, 1982
HEIGHT: 6-7
WEIGHT: 215 lbs.

In six years, Gerald Wallace has called two cities home. Both cities welcomed Wallace with open arms. Sacramento's youngest drafted player ever, Wallace then went on to join the Bobcats. His contributions in Charlotte more than doubled his production in Sacramento. He has found a home in the Bobcats' locker room. Keep an open door in your lineup for this mad dunker. Dish him the ball often and take the ball home.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Chicago Bulls

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Ben Wallace	Boards/Blocks	Shooting	7	10	70	125	24	5	91	70
Kirk Hinrich	Handles	Boards/Block	80	84	39	18	88	72	31	80
Ben Gordon	Shooting	Boards/Blocks	84	57	70	22	81	48	55	80
Luol Deng	Shooting	Boards/Blocks	67	55	68	41	61	52	59	68

Playing As



The Bulls would do well in all Shooting Only games. Ben Gordon and Luol Deng have sick Shooting ratings and can easily run the game from outside the line. Rely on them to put up the majority of your points.

Occasionally swing the ball to Hinrich for your Tricks requirement. His good Handles rating makes him the Bulls' best Trick player. Defensively, use Wallace as your one-man wrecking crew. He may only be one player, but his skills pay the bills, kid.

Playing Against



Bustin' the Bulls is a tricky situation. Your first instinct is to play through Big Ben Wallace…good luck. Instead run your offense around him. Draw him away from the boards and use a speedy player to get past him.

After he is out of the way, dunk, shoot, layup; do whatever you need to do, but do it quickly. Wallace is one man, but he'll make you feel like he's all over the place.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

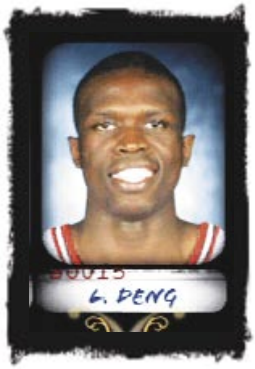
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Ben Gordon	Ben Gordon
Luol Deng	Ben Wallace
Kirk Hinrich	Kirk Hinrich

Baller Profiles

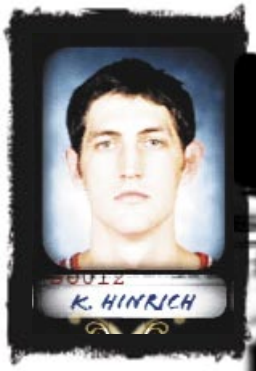
Luol Deng



NUMBER: 9
POSITION: Forward/Guard
BORN: Apr 16, 1985
HEIGHT: 6-9
WEIGHT: 220 lbs.

Though he was drafted by the Suns, Luol Deng now calls Chicago his home. His main strengths are in offensive play. Keep him on the perimeter, making plays, and your team will be the better for it.

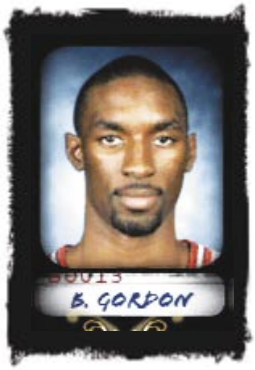
Kirk Hinrich



NUMBER: 12
POSITION: Guard
BORN: Jan 2, 1981
HEIGHT: 6-3
WEIGHT: 190 lbs.

Hinrich is a great ball handler; that much is obvious. However, what doesn't always come through is his ability to shoot the ball. He's not going to be the linchpin in a high-scoring offense, but he is a great addition to any team.

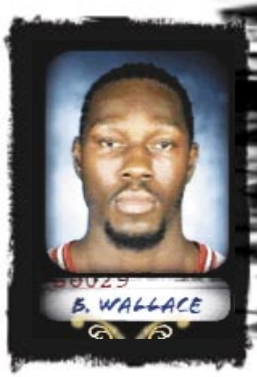
Ben Gordon



NUMBER: 7
POSITION: Guard
BORN: Apr 4, 1983
HEIGHT: 6-3
WEIGHT: 200 lbs.

This 2004–2005 NBA Sixth Man of the Year also made the 2004–2005 All Rookie Team. In his first year he averaged more than 20 points per game. That is due, in part, to his exceptional Shooting ability and great overall B-ball skills. Luckily for you, his skills on the NBA hardwood floors translate easily into streetball skills.

Ben Wallace



NUMBER: 3
POSITION: Center
BORN: Sep 10, 1974
HEIGHT: 6-9
WEIGHT: 240 lbs.

Big Ben Wallace is one of the most powerful men in the league. If you don't think so, look at his contributions to the 2004 Champion Detroit Pistons. When he moved from Detroit to Chicago he made serious waves. After he landed in Chicago his mere presence changed the game. The young Bulls now have a seasoned championship-caliber leader.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Cleveland Cavaliers

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
LeBron James	Dunking	Boards/Block	74	83	125	52	85	82	81	87
Larry Hughes	Handles	Boards/Blocks	70	65	76	54	83	125	41	80
Zydrunas Ilgauskas	Boards/Blocks	Shooting	10	18	63	81	30	10	70	21
Drew Gooden	Dunking	Shooting	26	41	75	63	39	51	68	59

Playing As



When you've got King James on your team, you've got little to worry about, balla'. But when you've also got Drew Gooden on your team, you're looking at a high-flying, dunk-happy offense. Unfortunately, half of your players' weaknesses are in Shooting, meaning that your offense will have to rely on dunks and layups.

The other half of your team's weaknesses are in Boards/Blocks. That means that your D must be played on the ground. Don't rely on playing the boards; instead focus on creating turnovers and steals.

Playing Against



You're going to have your hands full trying to stop LeBron. If your team sports at least one good defensive stopper, like Shaq or Yao, stick him on LeBron. Otherwise, double up on him and play a stiff D. Expect the Cavs to run the majority of their offense through James and Gooden in a normal game.

Luckily, their Shooting stats are less than impressive. If you can play the boards well, you've got the upper hand. Keep them outside the paint and use the shot clock to your favor. Force them to shoot and rebound, rebound, rebound!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

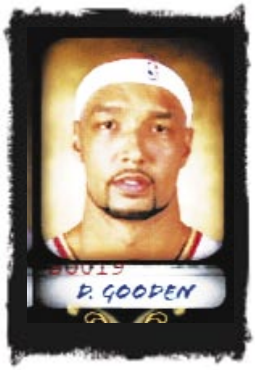
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
LeBron James	Zydrunas Ilgauskas
Drew Gooden	LeBron James
Larry Hughes	Larry Hughes

Baller Profiles

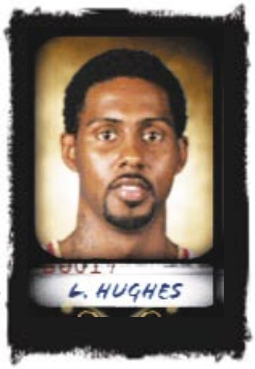
Drew Gooden



NUMBER: 90
POSITION: Forward/Center
BORN: Sep 24, 1981
HEIGHT: 6-10
WEIGHT: 250 lbs.

After joining the Cavaliers in a four-player trade, Gooden made good on his acquisition. He quickly became only one of two Cavalier players to reach 1,000 points in franchise history. Despite LeBron James's great Dunking, Gooden's Dunking abilities are a great addition to the Cavaliers.

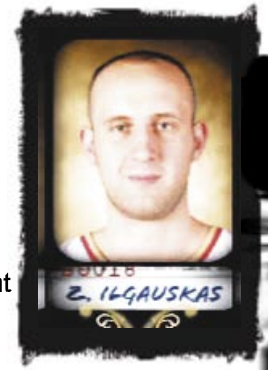
Larry Hughes



NUMBER: 32
POSITION: Guard
BORN: Jan 23, 1979
HEIGHT: 6-5
WEIGHT: 184 lbs.

This eight-year pro was a first-round selection in the 1998 NBA Draft and posted an NBA high 2.9 steals per game in the 2005–2006 season. Aside from bringing his nasty steals ability to Cleveland, he also brings mad Handles. That makes Hughes a perfect member of either an offensive unit or a defensive one. Keep him handy, playa'.

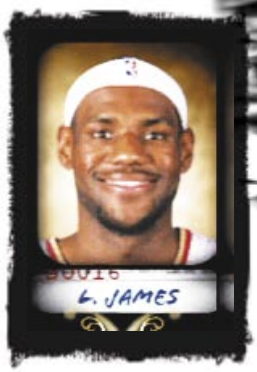
Zydrunas Ilgauskas



NUMBER: 11
POSITION: Center
BORN: Jun 5, 1975
HEIGHT: 7-3
WEIGHT: 260 lbs.

Another player on the Cavaliers with more than eight years of experience, Ilgauskas is a nine-year pro who was also drafted in the first round of the draft (1996, 20th overall). His years as an NBA baller have produced amazing numbers. As of 2005–2006, Ilgauskas ranked seven for offensive rebounds. That's a great skill to bring to your homecourt, balla'. Toss Ilgauskas into the defense and watch him wreak havoc on the hardtop.

LeBron James



NUMBER: 23
POSITION: Forward
BORN: Dec 30, 1984
HEIGHT: 6-8
WEIGHT: 240 lbs.

In his first year as an NBA baller, King James put up a 20.9 points per game average. The following season, 27.2 points per game. The season after that, 31.4. This kid keeps getting better and better every season and promises to become one of the game's classiest players. His rise to legend is all but cemented. All he needs to do is show up. Leave LeBron in your Cavaliers lineup at all times, champ.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Dallas Mavericks

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Dirk Nowitzki	Shooting	Passing	125	59	74	75	69	64	74	61
Jason Terry	Shooting	Boards/Blocks	80	77	25	15	85	80	43	86
Josh Howard	Dunking	Passing	54	21	78	47	67	81	71	71
Jerry Stackhouse	Handles	Boards/Blocks	65	47	80	21	81	70	61	84

Playing As



The boys in Dallas are one hell of a rounded team…offensively. They've got Handles, Shooting, and Dunking skills capable of putting almost any other NBA team to shame. Use their skills to create a high-powered, well-balanced offense. Mix up your scoring and pull off enough Tricks to keep the other team constantly off balance.

Your task on defense is a tougher, though. No defensive powerhouse stands out in the Mavericks' lineup, so you have to rely on keeping up with your opponent offensively. Play point for point, dunk for dunk, and be the one with the most points at the end for a real chance at winning.

Playing Against



Take it to them, balla'. The Dallas Mavericks are a great offensive team, but their defense is soft. Force them to play against their strengths. If Dirk has the ball, force him to play inside or make him dunk. If Howard has the ball, make him shoot it instead of dunking it.

Stick on them like white on rice, champ. If they play your game, the ball will always be in your court. While on offense, play to your strengths. The Mavs are a high-scoring offense, so keep up and put up tons of tallies on the board.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

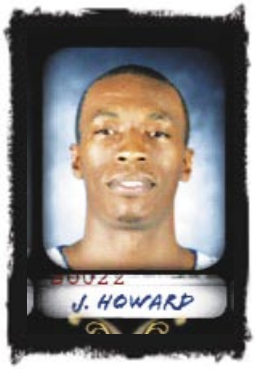
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Dirk Nowitski	Jerry Stackhouse
Jerry Stackhouse	Dirk Nowitski
Josh Howard	Jason Terry

Baller Profiles

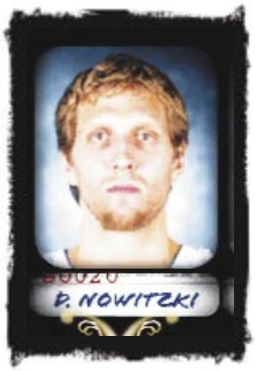
Josh Howard



NUMBER: 5
POSITION: Forward/Guard
BORN: Apr 28, 1980
HEIGHT: 6-7
WEIGHT: 210 lbs.

Josh Howard is a tough NBA balla'. His skills go far beyond the role of a one-dimensional dunker. His Shooting skills are also something to be feared by defenders. Among his many accolades, Howard maintains his position as the NBA's number seven three-point shooter. How many ballers can even consider themselves among the top 20, much less the top 10? Howard's skills are not only useful, they're an integral part of your offense.

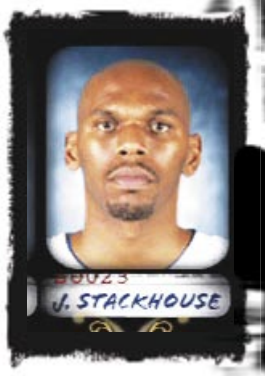
Dirk Nowitski



NUMBER: 41
POSITION: Forward
BORN: Jun 19, 1978
HEIGHT: 7-0
WEIGHT: 245 lbs.

Nowitski has long been a part of the lethal Dallas Maverick offense. Prior to losing Steve Nash, Nowitski was one part of a killer one-two combo. After Nash went to Phoenix, Nowitski took the Mavericks' reins and kept them among the NBA's elite. His skills as a leader are only complemented by his skills as a Shooter. Nowitski is one of those players who should be in your lineup at all times.

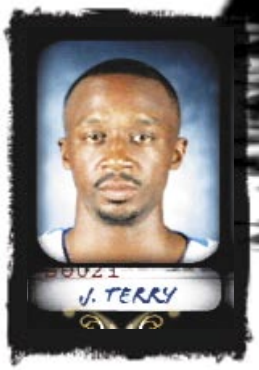
Jerry Stackhouse



NUMBER: 42
POSITION: Forward/Guard
BORN: Nov 5, 1974
HEIGHT: 6-6
WEIGHT: 218 lbs.

Jerry Stackhouse is an 11-year veteran of the NBA hardwood. Boasting a career-high 57 points in a single game, this baller is no stranger to putting up big points. His skills in streetball, however, are in Handles. As such, his skills are a perfect complement to Nowitski's Shooting. Don't count him out when it comes to putting up points, though. He can score from the line, outside the line, and even occasionally put up a dunk or two. He's a gold mine of a player, so keep him playing.

Jason Terry



NUMBER: 31
POSITION: Guard
BORN: Sep 15, 1977
HEIGHT: 6-2
WEIGHT: 180 lbs.

Another Shooter on the Mavericks' roster, Jason Terry has played an important role in Dallas' success. Though his strengths are in scoring, Shooting mainly, his ability to steal the ball created more opportunities to score for others on his team. In 2005–2006 his 3.8 assists per game led his team and added to one of the NBA's most potent offenses. While playing streetball, switch Terry in for defensive games. He may not be the best baller at the Boards, and he may not be the best baller with Blocks, but his steals are a great asset on D.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Denver Nuggets

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Carmelo Anthony	Handles	Boards/Blocks	125	72	85	39	86	46	77	72
Allen Iverson	Handles	Boards/Blocks	79	90	49	18	125	99	37	99
Marcus Camby	Passing	Dunking	25	34	78	89	35	63	66	62
J.R. Smith	Dunking	Boards/Blocks	83	69	99	15	81	52	55	80

Playing As



There are a few different ways to play the Nuggets, playa'. Between 'Melo's mad Handles, Smith's sick Dunking, and Miller's precise passing, you've got yourself one hell of a fine-tuned team. For a defensive touch, switch out Smith for Camby.

Camby's bangin' Boards/Blocks rating is more than enough to round out the Nuggets' defensive scheme. Know your player's strengths and you'll know where the ball should be in any given situation. Just always have Carmelo in your lineup.

Playing Against



Playing against the Nuggets is like playing a game of "keep away." Keep the ball away from Carmelo and J.R. Smith and you've got a fighting chance at keeping the score in your favor.

Offensively, attack Smith and Anthony at the boards, as that is their weakness. Run the ball through your best dunker or your best ball handler and you'll always have the upper hand.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

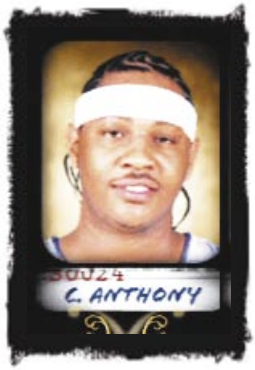
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Carmelo Anthony	Marcus Camby
Andre Miller	Carmelo Anthony
J.R. Smith	Andre Miller

Baller Profiles

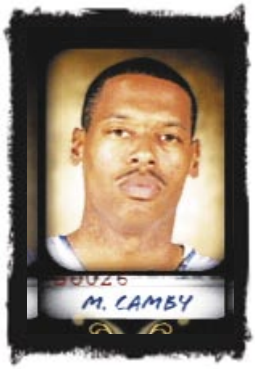
Carmelo Anthony



NUMBER: 15
POSITION: Forward
BORN: May 29, 1984
HEIGHT: 6-8
WEIGHT: 230 lbs.

'Melo has yet to show weakness in his game. In his first few season as a pro, he has not dipped below his 20.9 points per game average per season. His acquisition by Denver in 2003 made big waves in the NBA. However massive those waves were, they paled in comparison to his contributions as a player. His impressive level of play as a rookie wowed fans in Denver and eventually nationwide as he became the first rookie in the NBA since David Robinson (1989–1990) to lead a playoff team in scoring.

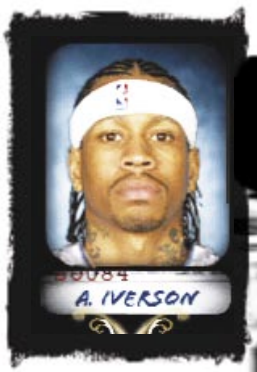
Marcus Camby



NUMBER: 23
POSITION: Center/Forward
BORN: Mar 22, 1974
HEIGHT: 6-11
WEIGHT: 235 lbs.

Ranking number two in blocks per game and defensive rebounds per game among active players in the NBA is enough to scare any would-be shooter in the NBA. On the streetball courts, his Boards/Blocks skills are among the best of NBA legends.

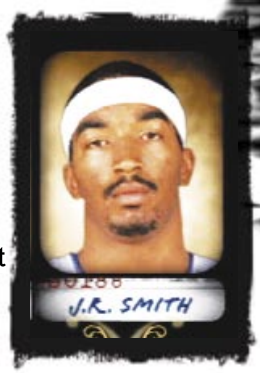
Allen Iverson



NUMBER: 3
POSITION: Guard
BORN: Jun 7, 1975
HEIGHT: 6-0
WEIGHT: 165 lbs.

A.I. is the Truth. There's no doubt about it, his skills are undeniable. With 10 years under his belt, Allen Iverson sports an amazing 28.0 points per game average! Not many other players can boast such sick numbers. On the streets, though, his Handles are his thing. Hand him the ball and later tread slowly on the court—to avoid stepping on all the fallen defenders with broken ankles.

J.R. Smith



NUMBER: 1
POSITION: Guard
BORN: Sep 9, 1985
HEIGHT: 6-6
WEIGHT: 220 lbs.

His name may be J.R., but don't call this young baller "junior." There is nothing junior about his game. In fact, his first year as a pro showed much promise. His Dunking skills alone are more than enough to elevate him from playing with the juniors to ballin' with the big boys.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Detroit Pistons

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Chauncey Billups	Shooting	Boards/Blocks	87	80	35	14	86	97	65	80
Rip Hamilton	Handles	Boards/Blocks	125	55	48	16	80	49	44	80
Tayshaun Prince	Shooting	Passing	70	47	67	71	60	33	54	64
Rasheed Wallace	Boards/Blocks	Handles	70	41	66	83	39	40	90	63

Playing As



They may not be the same team that went all the way a few years ago, the Pistons still have plenty of scoring threats. Billups and Prince are slick shooters who can cause havoc from the perimeter. Their shooting is the Pistons' primary means of offense.

Defensively, Rasheed Wallace is a one-man wrecking crew capable of almost single-handedly shutting down the boards. Don't get too fancy while Wallace has the ball, because his Handles are low.

Playing Against



You want to score points, kid? Avoid Rasheed Wallace! He is a mountain of defensive stopping power. His Boards/Blocks rating is among the best in the NBA. Draw him out of position and run around him for the score.

While on D, focus on Billups. He's the Pistons' main man. He can shoot and even dunk every now and then. Expect the offense to run through him and Prince. Hamilton's Handles are also something to watch out for. He can out-dribble more than enough NBA players. They may not be the same Championship team, but their players are no strangers to winning.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

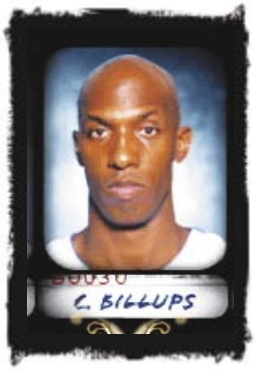
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Chauncey Billups	Rasheed Wallace
Tayshaun Prince	Rip Hamilton
Rip Hamilton	Chauncey Billups

Baller Profiles

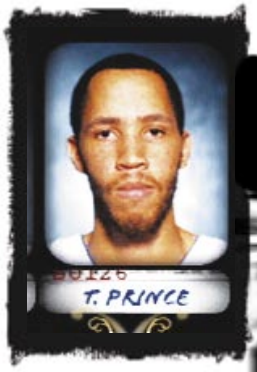
Chauncey Billups



NUMBER: 1
POSITION: Guard
BORN: Sep 25, 1976
HEIGHT: 6-3
WEIGHT: 202 lbs.

Billups may not have big ups, but he doesn't need them. He's got Shooting ability capable of putting a hurt on opposing defenders in a big way. A part of the 2004 Championship Pistons, he's well acquainted with playing hard and fast. He's not the best player on D, but his Steals are a welcome contribution to a defensive lineup.

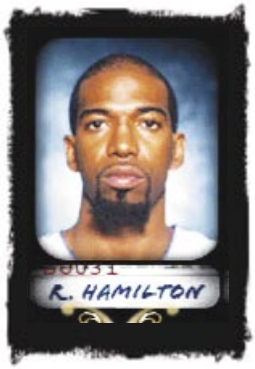
Tayshaun Prince



NUMBER: 22
POSITION: Forward
BORN: Feb 28, 1980
HEIGHT: 6-9
WEIGHT: 215 lbs.

Tayshaun Prince is one of the Pistons' most underestimated players. Easy to overlook because of other overwhelmingly powerful players, Prince's Shooting is a welcome addition to the Pistons' offensive line. Unfortunately, his other attributes aren't enough to keep him in tougher defensive games. But if you're looking for a sweet outside shot, Prince's shot is royalty.

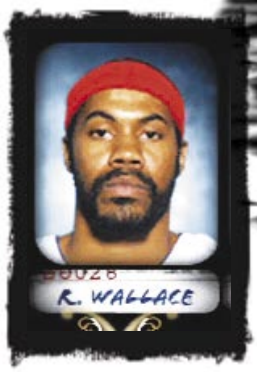
Rip Hamilton



NUMBER: 32
POSITION: Guard/Forward
BORN: Feb 14, 1978
HEIGHT: 6-7
WEIGHT: 193 lbs.

With a name like Rip one would think he's got mad Steals, right? Wrong. Rip's skills are not with Steals, but with crazy Handles. His hands are golden and an asset to the Pistons in Trick Battles and Gamebreaker Battles. In 2004–2005 he had a career-high 2.9 assists per game average to lead his team.

Rasheed Wallace



NUMBER: 36
POSITION: Forward/Center
BORN: Sep 17, 1974
HEIGHT: 6-11
WEIGHT: 230 lbs.

In keeping with the Wallace name in the NBA, Rasheed is a big man to contend with. At 6-11, 230 lbs., Wallace is a monster in the paint. His Boards/Blocks skills can shut down the opposition. As an 11-year veteran, Wallace is one of the Pistons' most valued members.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Golden State Warriors

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Baron Davis	Passing	Boards/Blocks	79	125	82	23	90	84	68	90
Mike Dunleavy	Shooting	Boards/Blocks	76	50	42	36	69	45	57	63
Troy Murphy	Boards/Blocks	Passing	51	19	62	63	36	40	83	62
Jason Richardson	Dunking	Boards/Block	65	68	125	33	85	66	55	82

Playing As



This Golden State Warriors team is as much a scoring threat as their California brethren down south. The Warriors can shoot, dunk, and pass—the three pillars of a strong offense. Use Davis's strong Passing to move the ball around and shift the defenders around to where you want them to be.

His Passing is perfect for creating holes in the defense, so stretch the defenders thin and move right past them for the score.

Playing Against



No matter what the lineup, the Warriors come out and play. They can put up points in a multitude of ways. That's why you have to attack the boards. The majority of the Warriors players are weak at defending the boards and blocking shots.

That makes things easier for teams with good dunkers or shooters. Work the paint, draw out would-be defenders, and score at will.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

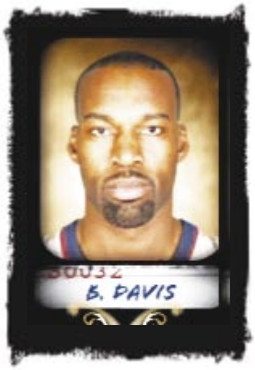
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Baron Davis	Baron Davis
Mike Dunleavy	Troy Murphy
Jason Richardson	Jason Richardson

Baller Profiles

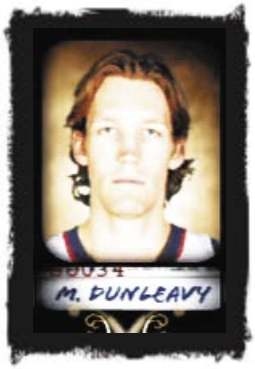
Baron Davis



NUMBER: 5
POSITION: Guard
BORN: Apr 13, 1979
HEIGHT: 6-3
WEIGHT: 215 lbs.

Some players owe a lot to their family. Davis is one of them. When he was three, his grandfather built a basketball court for him and got him started on his journey to NBA legend. Quite literally, Davis owned his homecourt at an age where most kids were barely learning how to play with toys. Since then, Davis has grown to be one of the NBA's best passers. Take Davis's Passing skills to the streets and school young bucks on how to dish.

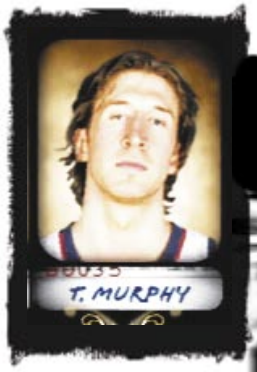
Mike Dunleavy



NUMBER: 34
POSITION: Forward
BORN: Sep 15, 1980
HEIGHT: 6-9
WEIGHT: 230 lbs.

Mike Dunleavy is the Golden State Warriors' premier shooter. His shot is pure and can change the momentum of a game. Don't underestimate Dunleavy; his value goes beyond Shooting. He's got game.

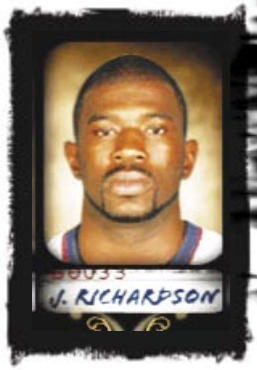
Troy Murphy



NUMBER: 1
POSITION: Forward
BORN: May 2, 1980
HEIGHT: 6-11
WEIGHT: 245 lbs.

Like Mike Dunleavy, Troy Murphy can be underesti-mated. His talent for shutting down opponents at the boards is the reason he's a streetball contender. He may not have the sweetest shot or the dirtiest dunks, but ha can keep others from scoring.

Jason Richardson



NUMBER: 23
POSITION: Forward/Guard
BORN: Jan 20, 1981
HEIGHT: 6-6
WEIGHT: 225 lbs.

Jason Richardson is only the second player ever to win back-to-back Slam Dunk contests; the first was Michael Jordan. What does that say about him? It says he is the Warriors' main dunk master. As a part of your offensive lineup, count on Richardson for big points from big dunks. Richardson can also sink a few shots as well. He's a great all-around scorer.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Houston Rockets

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Rafer Alston	Handles	Dunking	72	83	7	19	125	99	40	85
Juwan Howard	Dunking	Passing	38	28	73	45	44	35	70	64
Tracy McGrady	Dunking	Boards/Blocks	80	80	125	33	85	81	50	85
Yao Ming	Boards/Blocks	Handles	50	45	60	99	35	15	86	39

Playing As



T-Mac is a great asset to any team. Place him on the rockets where Juwan Howard can also dunk, Yao Ming can block, and Rafer Alston can out-trick defenders, and it's clear to see that the Rockets can blast by many top notch NBA squads.

The downside to the Rockets is that they're not adept at shooting the ball from a distance. Not a single Rockets player's strength is at Shooting. No worries, though, balla'. With two crazy dunkers on your team, and a killer ball handler, you'll do just fine.

Playing Against



Yao Ming will put the hurt on your team's shooting. Count on it. Whether you're running the paint or skirting the line, Ming will make his presence felt. Your only chance is to eliminate him from the equation. Draw him into one-on-one matchups, then call for the screen.

If your teammate can take Ming out, you have a clean shot at the basket. Double-team Ming, push him, shove him, do whatever it takes to get him out of your way. He's your biggest obstacle.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

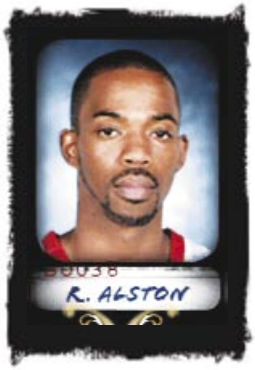
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Juwan Howard	Yao Ming
Rafer Alston	Rafer Alston
Tracy McGrady	Tracy McGrady

Baller Profiles

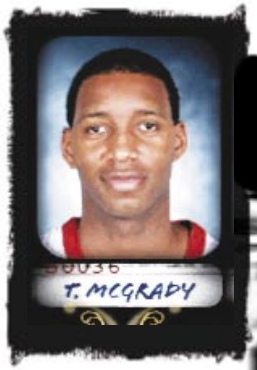
Rafer Alston



NUMBER: 12
POSITION: Guard
BORN: Jul 24, 1976
HEIGHT: 6-2
WEIGHT: 175 lbs.

When he joined Houston, Alston began to contribute by posting career-high numbers. His assists per game, rebounds per game, and steals per game average skyrocketed in only one season as a Rockets player. Be it the chemistry with his teammates or him refining his skills, Rafer Alston has improved his already great game to new levels.

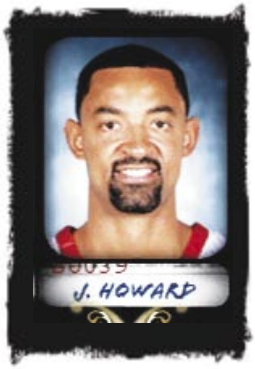
Tracy McGrady



NUMBER: 1
POSITION: Guard/Forward
BORN: May 24, 1979
HEIGHT: 6-8
WEIGHT: 223 lbs.

Count them, kid, 14 30-point games in a season. And that was only his second season as part of the Houston Rockets squad. Since joining the Rockets, T-Mac has contributed heaping helpings of dunks in an extremely potent offense. On the streetball court, his type of game is no different than on the NBA highlight reels.

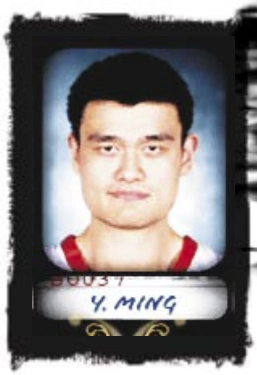
Juwan Howard



NUMBER: 5
POSITION: Forward
BORN: Feb 7, 1973
HEIGHT: 6-9
WEIGHT: 253 lbs.

Juwan some of this? Trust me when I say this, balla'. No, you don't. Juwan Howard's got mad dunks and is a threat anywhere on the court. While many NBA players perform one season and have a slump in another, Howard has maintained a consistent rate of play across 12 seasons in the NBA.

Yao Ming



NUMBER: 11
POSITION: Center
BORN: Sep 12, 1980
HEIGHT: 7-6
WEIGHT: 310 lbs.

Yao Ming may have the best Boards/Blocks rating on the Houston Rockets, but his numbers from last season reflect a great shooter as well as great blocker. Finishing with 22.3 points per game average for the 2004–2005 season, Yao Ming can be as valuable a part of an offense as defense. For tough defensive games, keep Ming in the lineup. More offensive games will require better shooters.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Indiana Pacers

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Al Harrington	Dunking	Passing	43	39	84	61	40	60	74	62
Stephen Jackson	Shooting	Boards/Blocks	80	44	66	25	80	68	57	75
Jermaine O'Neal	Boards/Blocks	Shooting	27	45	85	125	34	35	91	60
Jamaal Tinsley	Passing	Dunking	74	87	1	16	86	88	51	81

Playing As



The Pacers' most potent offensive lineup, Tinsley, Harrington, and Jackson, are a tough trio. They can move the ball around with great efficiency and will often dunk hard over defenders. Though Stephen Jackson's Shooting rating is above average, he is also a capable dunker.

Defensively, you'll have to use O'Neal in the paint. He's not a particularly adept shooter or ball stealer, so stick him where he shines best, near the boards. As he guards the boards, use the other two players in your lineup to create pressure near the line.

Playing Against



The Pacers' only real defensive weak link is Stephen Jackson. He can't play the boards, so if he's in the lineup, push him into the paint and posterize him. If Jackson is not in their lineup, good luck.

O'Neal is tough to shoot against. Stick your power player on him or use another man to keep O'Neal busy while your ball handler runs the offense. Keep up a steady stream of shots, with a healthy dose of dunks to keep this game in your favor.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

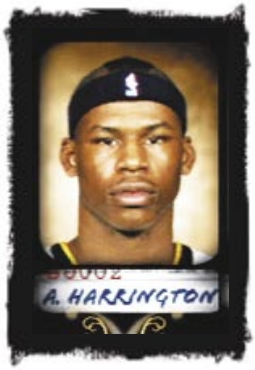
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Al Harrington	Al Harrington
Jamaal Tinsley	Jamaal Tinsley
Stephen Jackson	Jermaine O'Neal

Baller Profiles

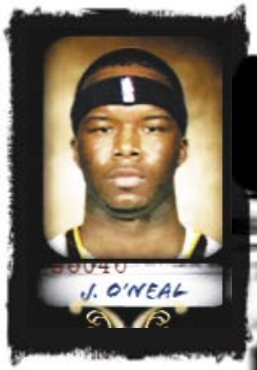
Al Harrington



NUMBER: 32
POSITION: Center/Forward
BORN: Feb 17, 1980
HEIGHT: 6-9
WEIGHT: 245 lbs.

Over the course of his eight seasons in the NBA, Al Harrington has progressively improved his game. Now one of the Pacers' top scorers, Harrington makes daring dunks the tool of his trade. Sign him up for your offensive squad and watch him deal out the dunks like they're going out of style.

Jermaine O'Neal



NUMBER: 7
POSITION: Forward/Center
BORN: Oct 13, 1978
HEIGHT: 6-11
WEIGHT: 260 lbs.

In 10 seasons, O'Neal has evolved from a sharp defensive player capable of big boards to an overall balanced player able to put up more 20 points per game in four consecutive seasons. After returning from injury during the 2005–2006 season, O'Neal picked up where he left off putting up big numbers. In the streetball courts, use him as a defensive stopper. His Boards/Blocks rating is the best on the Pacers' roster.

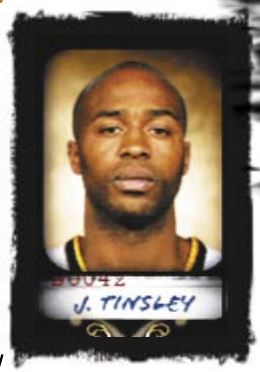
Stephen Jackson



NUMBER: 1
POSITION: Guard/Forward
BORN: Apr 5, 1978
HEIGHT: 6-8
WEIGHT: 218 lbs.

Stephen Jackson is the Pacers' pace setter. His Shooting skill keeps defenses honest. When defenders back up and give him a cushion, he's got the speed to immediately move in and attack the net. As one of the Pacers' only two players to ever put up over 100 3-point shots in consecutive seasons, he can easily sink the bucket from behind the line.

Jamaal Tinsley



NUMBER: 11
POSITION: Guard
BORN: Feb 28, 1978
HEIGHT: 6-3
WEIGHT: 185 lbs.

Tinsley is a great ball handler. His trick of the trade is, well… tricks. Aside from handling the ball like an NBA legend, Tinsley can also put up a few shots here and there. He's a decent shooter, but don't expect him to dunk. Keep him handy for games that require tons of Handles.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Los Angeles Clippers

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Elton Brand	Boards/Blocks	Passing	46	29	73	80	33	36	85	60
Sam Cassell	Passing	Dunking	75	80	1	18	79	55	52	80
Corey Maggette	Dunking	Boards/Blocks	66	54	85	25	80	52	67	81
Cuttino Mobley	Shooting	Boards/Blocks	80	67	40	23	73	56	62	83

Playing As



Los Angeles recently experienced a great resurgence. Credit some of that to these four men. Cassell's steady hands can spread the ball movement, Mobley's a sure shot, and Maggette can take it to the hole. Create a well-balanced offense using these three men in your lineup.

For defensive stops, you'll need Elton Brand. His Boards/Blocks rating is perfectly suited for plugging up holes in the paint and blocking shots at the basket. He's a true defensive stopper, so center your D around him.

Playing Against



If you want to beat the Clippers, you have to clip their wings, playa'. That means grounding Corey Maggette and blocking Mobley's shots. They are the only two consistent scoring threats on the Clippers, but they do it well. Cassell is sure to try and spread your D. Instead, stick your man and don't let up unless you're being overpowered. If so, call in another man to help.

Offensively, avoid Brand. Stick your big man near the basket to have a consistent scoring opportunity. If Brand bites on him, dish the ball away from the basket and attack with dunks and layups.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

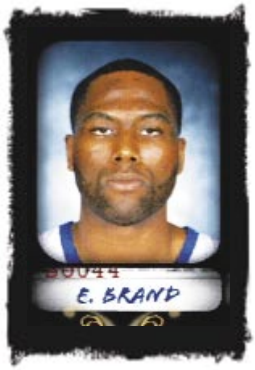
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Corey Maggette	Corey Maggette
Cuttino Mobley	Elton Brand
Sam Cassell	Sam Cassell

Baller Profiles

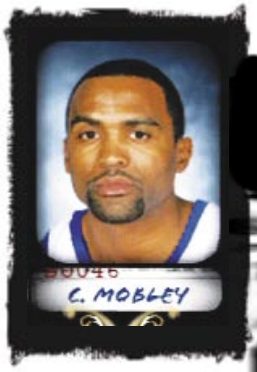
Elton Brand



NUMBER: 42
POSITION: Forward
BORN: Mar 11, 1979
HEIGHT: 6-8
WEIGHT: 254 lbs.

Elton Brand is a Los Angeles Clipper like no other. His great Boards/Blocks skills and ability to score are a large part of the revitalization of the Clippers franchise. In 2005–2006 he averaged 24.7 points and 10 rebounds per game.

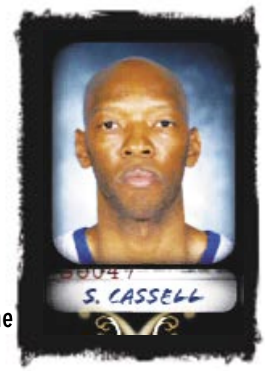
Cuttino Mobley



NUMBER: 5
POSITION: Guard
BORN: Sep 1, 1975
HEIGHT: 6-4
WEIGHT: 215 lbs.

After a brief stint as a part of the Sacramento Kings, Cuttino Mobley traveled down the California coast to dock in the Los Angeles harbor as part of the Clippers. Since arriving in Los Angeles, Mobley has added his precision Shooting to the Clippers squad, further helping them cement themselves as contenders in SoCal.

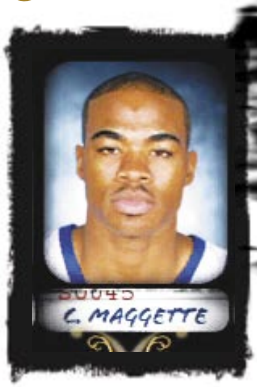
Sam Cassell



NUMBER: 19
POSITION: Guard
BORN: Nov 18, 1969
HEIGHT: 6-3
WEIGHT: 185 lbs.

Sam Cassell is a 13-year veteran of the NBA. In his 13-year career, Cassell has become a bona fide play maker. His Passing skills are a vital part of the Clippers' offensive scheme and as such should be made a part of your streetball squad.

Corey Maggette



NUMBER: 50
POSITION: Guard
BORN: Nov 12, 1979
HEIGHT: 6-6
WEIGHT: 225 lbs.

Having spent six of his seven years in the NBA as a Los Angeles Clippers player, Maggette has seen his team grow out of the shadow of its neighbor, the Los Angeles Lakers, and establish itself as a team worthy of nation-wide attention. Maggette's Dunking skills have helped the Clippers offense by putting up great numbers.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Los Angeles Lakers

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Kobe Bryant	Shooting	Boards/Blocks	125	80	97	35	82	80	76	87
Lamar Odom	Dunking	Passing	65	55	71	66	69	27	69	74
Smush Parker	Handles	Boards/Blocks	62	70	74	25	76	70	46	70
Vladimir Radmanovic	Shooting	Dunking	80	44	40	49	60	45	63	63

Playing As



You've got number 24 on your team, balla'. What else do you want? Aside from being one of the league's most talented shooters, he is capable of improving any team he is on. That's why you've got to keep him in your lineup at all times. He can make plays, without having to have the ball. Keep Kobe on your team and the other team will always have to account for him.

You might even find that he doesn't have the highest point total at the game's end. Use Kobe to rain the shots from the line and dish the ball to Odom when you're looking for a nasty dunk.

Playing Against



For all the firepower in the Lakers' lineup, it lacks a serious defensive show stopper. Half of the Lakers are weak at the boards; make that the focal point of your attack. Take the ball to the basket with authority and drive past Parker, Bryant, and any other Lakers baller on the floor.

When Odom is on the floor and handling the ball, pressure him into passing the rock; his Passing rating is his main weakness.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

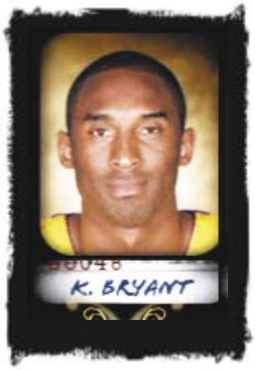
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Kobe Bryant	Kobe Bryant
Lamar Odom	Lamar Odom
Vladimir Radmanovic	Smush Parker

Baller Profiles

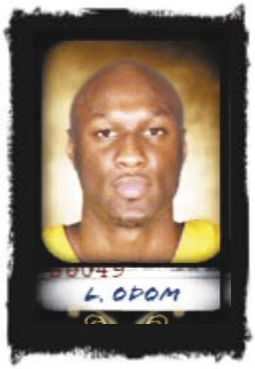
Kobe Bryant



NUMBER: 24
POSITION: Guard
BORN: Aug 23, 1978
HEIGHT: 6-6
WEIGHT: 220 lbs.

In 10 years in the NBA, Kobe Bryant has helped lead the Los Angeles Lakers to three consecutive NBA championship titles in 2000, 2001, and 2002. If streetballers could have more than one strength, Bryant's strengths would be a laundry list long. Though his main strength is Shooting, he is a great overall baller capable of playing nearly any offensive position.

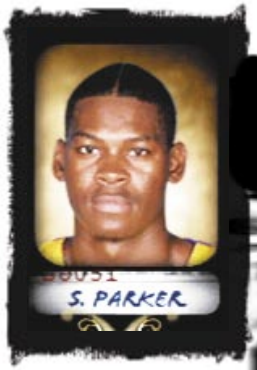
Lamar Odom



NUMBER: 7
POSITION: Forward
BORN: Nov 6, 1979
HEIGHT: 6-10
WEIGHT: 230 lbs.

Lamar Odom was also a part of the three-peat championship team in Los Angeles. Of his seven seasons as a player, he spent 2002–2003 in Miami and quickly returned to the Lakers in 2003–2004. Since returning, he's taken his spot in the team as one of the Lakers' best dunkers.

Smush Parker



NUMBER: 1
POSITION: Guard
BORN: Jun 1, 1981
HEIGHT: 6-4
WEIGHT: 180 lbs.

Across three years of NBA play, Smush has called four teams his home. And that's not counting the time he spent in the European league before arriving in the NBA. That makes Smush one of the most well traveled ballers in the NBA, and he brings his worldly experience to the Los Angeles Lakers. Perhaps his varied experience facing different opponents across the globe is why he's got such great Handles.

Vladimir Radmanovic



NUMBER: 10
POSITION: Forward
BORN: Nov 19, 1980
HEIGHT: 6-10
WEIGHT: 234 lbs.

In one season with the Los Angeles Lakers, Radmanovic improved his game considerably. He put up two 25-point games, grabbed 14 rebounds against Phoenix (a career-high) and tallied 5 steals (also a career-high) against Atlanta. On the streets, he's a monster shooter. For high scoring games, sign Radmanovic up and add his great Shooting skill to your team.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Memphis Grizzles

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Pau Gasol	Boards/Blocks	Handles	52	55	71	80	48	36	63	70
Eddie Jones	Shooting	Boards/Blocks	76	66	75	30	76	54	50	73
Mike Miller	Shooting	Boards/Blocks	85	60	41	26	65	43	57	76
Damon Stoudamire	Shooting	Dunking	81	83	1	15	81	56	44	81

Playing As



Three of the four Grizzlies players are exceptional shooters. That means that running an offense with the Memphis Grizzlies revolves around shooting, not dunking or layups.

That is tricky against a good team with great Boards/Blocks ratings. Work around it by moving the ball around plenty before shooting.

Playing Against



In a team full of Shooters, the only defensive player is Pau Gasol, whose Boards/Blocks rating is the Grizzlies' only defensive saving grace. That being said, you could easily work around it as you would any other blocker.

Take him out of the game plan by changing your shooting position, moving the ball around, and sticking a free man on him. With Gasol out, the ball can go in.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Mike Miller	Pau Gasol
Damon Stoudamire	Damon Stoudamire
Eddie Jones	Eddie Jones

Baller Profiles

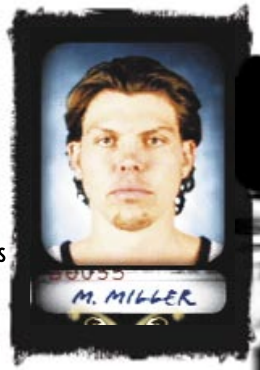
Pau Gasol



NUMBER: 16
POSITION: Forward
BORN: Jul 6, 1980
HEIGHT: 7-0
WEIGHT: 260 lbs.

Pau Gasol is as much a fixture in Memphis as is the Pyramid Arena. The Spanish-born player has been a part of the Memphis Grizzlies since beginning his career in the NBA in 2001. As a part of the Grizzlies, Gasol has become a part of their bear necessities. His stout defense is crucial to their very style of play. Keep Gasol playing D and the occasional offense to play a well-rounded game.

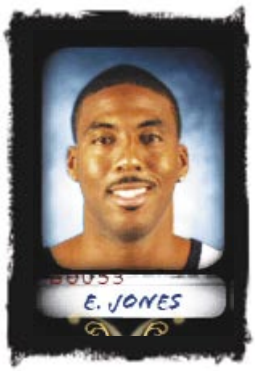
Mike Miller



NUMBER: 33
POSITION: Forward
BORN: Feb 19, 1980
HEIGHT: 6-8
WEIGHT: 218 lbs.

In 2005–2006, Mike Miller was awarded the Sixth Man of the Year award by a landslide (88 of 123 possible votes). He may not have started every game he played in, but he made valuable contributions every time he set foot on the court. He's a playmaker and a game changer. Add his Shooting skill to your lineup and destroy the opposition.

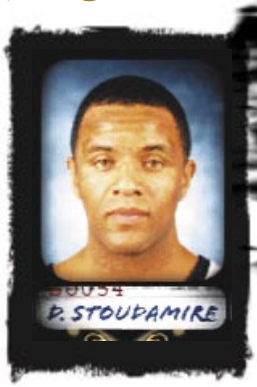
Eddie Jones



NUMBER: 6
POSITION: Guard/Forward
BORN: Oct 20, 1971
HEIGHT: 6-6
WEIGHT: 200 lbs.

Twelve years as an NBA starter has got to mean something, right, kid? Eddie Jones has been a consistent scorer throughout his career. In his first year as a Grizzlies player he posted decent numbers. It was in the playoffs that he made his best contributions however, being the second highest scorer on the team.

Damon Stoudamire



NUMBER: 20
POSITION: Guard
BORN: Sep 3, 1973
HEIGHT: 5-10
WEIGHT: 174 lbs.

Prior to bringing his skills to Memphis, Stoudamire was a part of a strong Portland squad. During his 11-year career, Stoudamire has honed his Shooting skills to precision. He's a shooter, kid, not a dunker. Defensively he's also a good shot blocker, so keep him in your lineup at all times.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Miami Heat

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Shaquille O'Neal	Boards/Blocks	Shooting	10	22	60	125	24	20	99	63
Dwayne Wade	Handles	Boards/Blocks	74	81	85	40	125	82	60	94
Antoine Walker	Shooting	Handles	75	65	44	54	39	50	51	60
Jason Williams	Passing	Boards/Blocks	70	99	15	11	95	99	39	88

Playing As



Looking for one of the best teams in the NBA? Look no further, playa'. The Miami Heat has it all. Blocking, Shooting, Passing, and Handles; it's all here in one neat little…well, not so little package. Shaq Diesel is a monster at the basket. Use him to shut down opponents and create turnovers.

To put up points, look to Antoine Walker to be your point man. Don't dish it out to Walker though. Aside from being a trick master, D-Wade is also a great scorer. Mix up your game, kid, and keep things hot.

Playing Against



To cool the Miami Heat, pressure Shaq into tossing up the ball. Play him hard on the outside, and avoid getting him in the paint. He's a tough mountain of a man near the hoop. Expect to see him leaping up for your shots.

If you've got a good dunker on your team, run the majority of your offense through him. If you try to air it up too often, you might as well hand the ball over.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

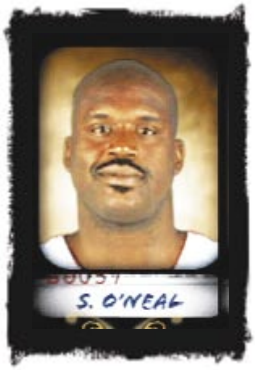
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Antoine Walker	Shaquille O'Neal
Dwayne Wade	Dwayne Wade
Jason Williams	Jason Williams

Baller Profiles

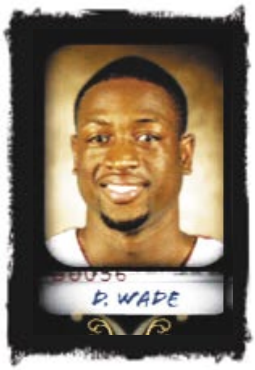
Shaquille O'Neal



NUMBER: 32
POSITION: Center
BORN: Mar 6, 1972
HEIGHT: 7-1
WEIGHT: 325 lbs.

Shaq. Big Diesel. Superman. It doesn't matter what you call Shaquille O'Neal, he's one of the best Centers to ever touch the rock. Better yet, he's one of the best Centers to ever stop the rock. He's not the best shot in the NBA but for a tough defensive stopper, there is no one better. His size and power make him a great man in the paint, able to stop offenses and grab plenty of rebounds. Use him wisely and you may even get a layup every now and then.

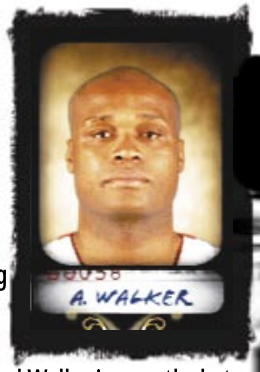
Dwayne Wade



NUMBER: 3
POSITION: Guard
BORN: Jan 17, 1982
HEIGHT: 6-4
WEIGHT: 212 lbs.

Dwayne Wade has been playing for three seasons in the NBA. His level of play, however, is enough to convince anyone that he's a seasoned NBA veteran. Ever since teammate Shaquille O'Neal joined the Miami Heat, Wade's points per game average heated up considerably. Whereas he finished with a modest 16.2 points per game average in his first year, he's yet to drop below 24 points per game average for the last two years.

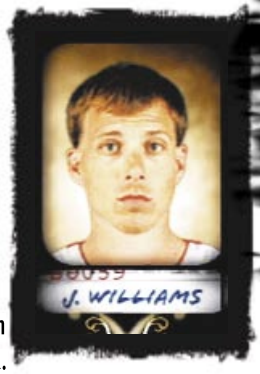
Antoine Walker



NUMBER: 8
POSITION: Forward
BORN: Aug 12, 1976
HEIGHT: 6-9
WEIGHT: 245 lbs.

Walker joined the Miami Heat in time to add his sick Shooting skills to a championship team. Between Shaq's Boards/Blocks, Wade's slick Handles, and Walker's smooth shot, opposing teams had a hard time finding answers for this tremendous trio. Walker is a must-have for an offensive Heat unit.

Jason Williams



NUMBER: 55
POSITION: Guard
BORN: Nov 18, 1975
HEIGHT: 6-1
WEIGHT: 180 lbs.

Of his 551 games played in eight years, Williamson has started 541. That's 10 games in eight years that he didn't start. Williamson is a starter, champ. He's a must have on the Miami Heat unit no matter what kind of game you're playing. He's got good hands, too. Use his Passing to spread defenses and occasionally sink a bucket or two.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Milwaukee Bucks

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Andrew Bogut	Boards/Blocks	Shooting	30	51	65	74	38	28	70	65
Michael Redd	Handles	Boards/Blocks	91	67	45	19	85	47	61	80
Bobby Simmons	Shooting	Boards/Blocks	64	51	60	30	60	69	78	68
Charlie Villanueva	Dunking	Shooting	50	55	77	65	59	27	67	60

Playing As



Your three-man Bucks team should consist of Redd, Bogut, and Villanueva for strong offensive games. Work the Gamebreakers and tricks with Redd, and put points up on the board with Villanueva and Simmons. Those three can always get the job done.

Sub in Bogut for either Villanueva or Simmons for a tougher defensive game. Bogut is your only man capable of playing high-caliber D.

Playing Against



The Bucks are a good team, but outscoring them is not as tough as you might think. Because Bogut is their only defensive player, you can easily take him out of their plan and run whatever type of offense suits you best.

They are, however, capable of scoring with long shots or devastating dunks. If you shut down one, defend against the other. Remember, champ, they have more than one scoring threat. Account for both.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

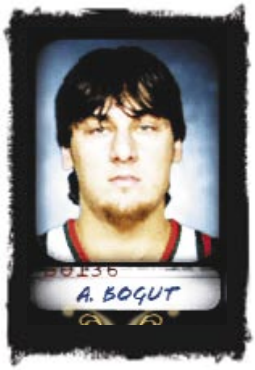
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Bobby Simmons	Bobby Simmons
Charlie Villanueva	Andrew Bogut
Michael Redd	Michael Redd

Baller Profiles

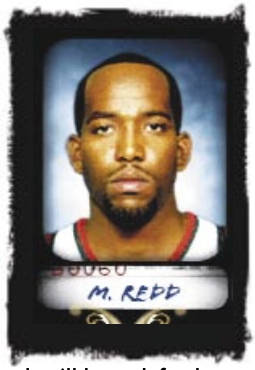
Andrew Bogut



NUMBER: 6
POSITION: Center
BORN: Nov 28, 1984
HEIGHT: 7-0
WEIGHT: 245 lbs.

Bogut played in every Bucks game as a rookie in 2005–2006. His tough defense played a large part in taking the Bucks into the playoffs, where he averaged 6.2 rebounds per game. Though he may not be an immediate starter for your Bucks lineup, he's a great addition for a defensive unit.

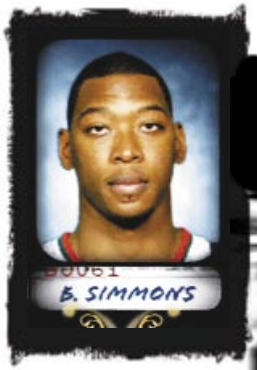
Michael Redd



NUMBER: 22
POSITION: Guard
BORN: Aug 24, 1979
HEIGHT: 6-6
WEIGHT: 215 lbs.

Michael Redd, a career-long Bucks baller, has been an exceptional ball handler through all six seasons of his short career. His skills with the rock will have defenders seeing red in no time as he breaks ankles and makes angles on the way to the net. Redd should be a part of all Bucks lineups, balla'.

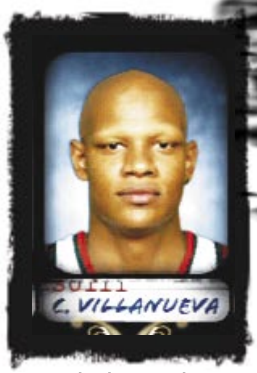
Bobby Simmons



NUMBER: 21
POSITION: Forward
BORN: Jun 2, 1980
HEIGHT: 6-6
WEIGHT: 228 lbs.

Bobby Simmons is the Bucks' main shooter. In 2005–2006 he finished as the team's second most prolific shooter with 13.4 points per game for the season. Prior to that, he was named the NBA's most improved player of 2004–2005. He's showing signs of stepping up his game year after year. Throw Simmons into the line for a clean shot and a great scoring addition to the team.

Charlie Villanueva



NUMBER: 31
POSITION: Forward
BORN: Aug 24, 1984
HEIGHT: 6-11
WEIGHT: 240 lbs.

Villanueva is a dunker, playa'. If you need a high octane complement to Simmons's shooting, look no further. As part of the offensive unit, Villanueva's dunks round out a well balanced Bucks offensive lineup. As a rookie in the NBA, he put up decent points and great numbers in the rebounds category.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Minnesota Timberwolves

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Ricky Davis	Dunking	Boards/Blocks	61	58	87	22	79	65	45	80
Kevin Garnett	Boards/Blocks	Shooting	47	72	90	125	59	65	85	70
Mike James	Handles	Dunking	71	77	1	17	82	70	67	80
Marko Jaric	Passing	Dunking	69	85	12	17	72	83	60	77

Playing As



Playing as the Timberwolves is a tricky thing, playa'. On the one hand, you've got a strong defensive player in K.G. On the other hand, your top scorer is primarily a dunker. The other two players have Handles and good Passing ratings.

How do you play with such a diverse group? Easy. You use all men equally. The best offensive lineup is missing K.G. and will require a lot of ball movement, both in passing and tricks.

Playing Against



Work the ball around Garnett, kid. He's the Timberwolves' top dog on D and is more than capable of putting a big hurt on your offensive scheme. He'll most likely use his excellent power and Boards/Blocks skills to swat your shots away, so try to dunk as much as possible.

Defensively, keep man-on-man pressure on their ball handler at all times. Unless it is Mike James, his Handles can make you look foolish. If James has the ball, pressure him with two men, instead of one.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

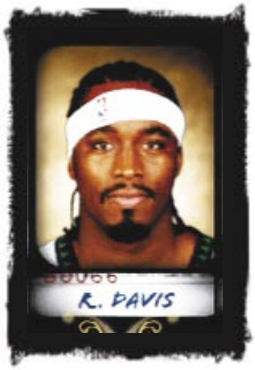
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Ricky Davis	Ricky Davis
Mike James	Mike James
Marko Jaric	Kevin Garnett

Baller Profiles

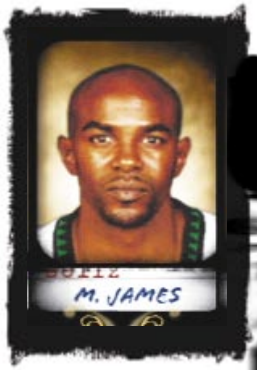
Ricky Davis



NUMBER: 31
POSITION: Guard
BORN: Sep 23, 1979
HEIGHT: 6-7
WEIGHT: 226 lbs.

Davis has been a constant producer of money plays and plenty of points. His Dunking skills are great for putting up points, but he's also capable of getting steals and playing a moderate D. Just don't make him your main man in the paint, because his Boards/Blocks rating is weak.

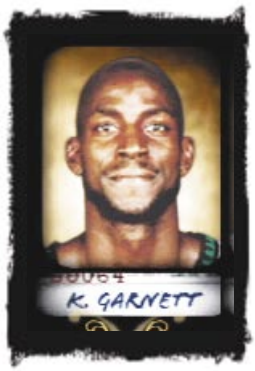
Mike James



NUMBER: 13
POSITION: Guard
BORN: Jun 23, 1975
HEIGHT: 6-2
WEIGHT: 190 lbs.

In five years as a pro, he's seen nine different teams. Mike James may be a journeyman player, but his play is solid. Though his career stats might not reflect it, he's got solid hands and great Handles. On the T-wolves, he's your alpha dog with tricks.

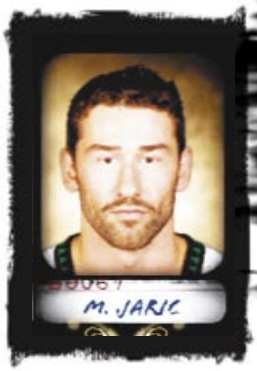
Kevin Garnett



NUMBER: 21
POSITION: Forward
BORN: May 19, 1976
HEIGHT: 6-11
WEIGHT: 253 lbs.

K.G. is one of the NBA's most complete players. The career-long Timberwolves Forward can play like a Center or a Guard. Don't underestimate his Shooting. That may be his weakness, but he's still better than other "weak" shooters in the league. His main contribution will be on D. Keep him in your defensive lineup.

Marko Jaric



NUMBER: 55
POSITION: Guard
BORN: Oct 12, 1978
HEIGHT: 6-7
WEIGHT: 224 lbs.

After leaving the Clippers for the Timberwolves two seasons ago, Marko Jaric brought more than 10 years' experience of ball handling to Minnesota. His four years in the NBA were preceded by six years of European ball playing with Italy and Greece. On the streets, he's a slick ball handler and can rack up nasty amounts of trick points in a rush.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

New Jersey Nets

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Vince Carter	Dunking	Boards/Blocks	77	70	125	31	83	70	59	82
Richard Jefferson	Dunking	Boards/Blocks	61	47	90	35	80	80	61	81
Jason Kidd	Passing	Dunking	64	125	22	29	90	83	60	94
Nenad Krstic	Boards/Blocks	Shooting	10	18	59	64	37	10	63	44

Playing As



Pass, pass, dunk. Pass, pass, dunk. That should be the rhythm you get into while playing as the Nets. Jefferson and Vince Carter's Dunking skills are great for putting up mad points with disgusting dunks. The two will be the cornerstone of your offense, so keep them involved.

When not dunking, use Kidd's passing to open up lanes, confuse the defense, and create mismatches on your end of the court.

Playing Against



Kidd can pass the ball like no other, baller. He'll try to create mismatches and shift you around while you're on offense. Don't let him. Formulate a plan to avoid Krstic and stick to it. Stay away from him and take safe shots from inside the line.

Offensively, the Nets are great dunkers. Keep that in mind as you stay near the net, waiting for them to approach. If you're too jumpy, they can easily dish the ball away at the last moment before they reach the net. Be patient and they'll always bring the ball right to you.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

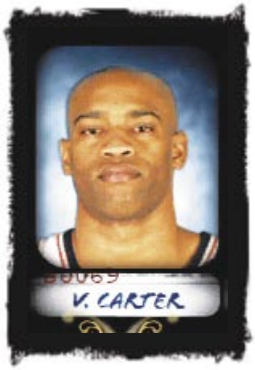
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Richard Jefferson	Nenad Krstic
Jason Kidd	Jason Kidd
Vince Carter	Vince Carter

Baller Profiles

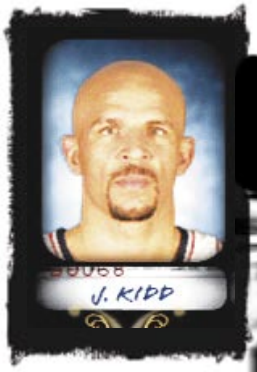
Vince Carter



NUMBER: 15
POSITION: Guard/Forward
BORN: Jan 26, 1977
HEIGHT: 6-6
WEIGHT: 220 lbs.

Vinsanity boasts an impressive 24.0 points per game average throughout his eight-year career. Be it as a Nets player or a Toronto Raptor before then, he has maintained a consistent scoring level every year. That makes Vince one of the best scorers in the NBA. His Dunking skills, however, make him a streetball legend. Keep Vince in the lineup for great offensive boosts and sweet dunks.

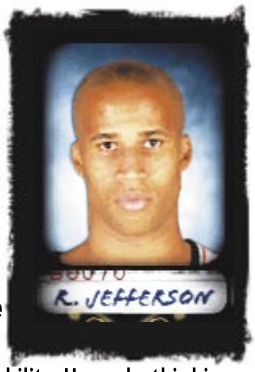
Jason Kidd



NUMBER: 5
POSITION: Guard
BORN: Mar 23, 1973
HEIGHT: 6-4
WEIGHT: 210 lbs.

Jason Kidd might be the best passer the NBA has seen in years. His amazing Passing skills are one of a kind and frequently create havoc for opposing defenders. One of the most unselfish players in the NBA, Kidd can tally up the assists while allowing his teammates to dunk, shoot, and score at will. Kidd should be the cornerstone of any Nets lineup.

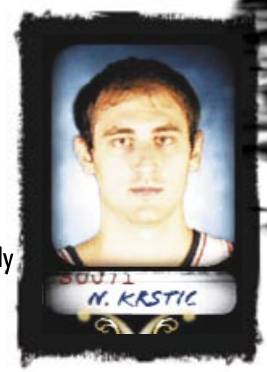
Richard Jefferson



NUMBER: 24
POSITION: Forward/Guard
BORN: Jun 21, 1980
HEIGHT: 6-7
WEIGHT: 230 lbs.

In five years as a New Jersey Nets player, Jefferson has augmented the team's explosive scoring power by keeping a steady shot and great Dunking ability. He ranks third in free throws attempted in Nets history, and fourth in free throws made. On the streetball courts, use him primarily as a dunker.

Nenad Krstic



NUMBER: 12
POSITION: Center
BORN: Jul 25, 1983
HEIGHT: 7-0
WEIGHT: 260 lbs.

Another of the many extremely talented players from Serbia and Montenegro, Krstic is a great baller at the boards. He can block shots and grab rebounds. Through two seasons on the Nets, he's averaged six rebounds per game, making him a potential game changer.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

New Orleans Hornets

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Tyson Chandler	Boards/Blocks	Passing	25	14	65	80	37	69	75	65
Desmond Mason	Dunking	Boards/Blocks	32	66	99	23	76	42	55	82
Chris Paul	Passing	Boards/Blocks	77	125	49	14	84	80	65	90
Peja Stojakovic	Shooting	Boards/Blocks	125	61	43	28	67	61	63	75

Playing As



His name might be hard to pronounce, but the sound his shots make are almost always "swish." With Peja Stojakovic on your team, you've got one of the best shooters in the NBA. He is always a threat to score, be it from inside the paint or outside the line.

On D, your main man is Tyson Chandler. He is the only man capable of playing the boards. Rely on those two Hornets to sting the opposition, while the other two members of your team lay back and support them with their skills.

Playing Against



Shut down Stojakovic, kid; he's the Hornets' main stinger. Because he can shoot from almost anywhere on the court, singling him out in one particular area won't be effective. Instead, get a big man on him and force him into creating turnovers. Stojakovic is all finesse, playa'. Bully him on the court.

To put up points of your own, work away from Chandler. Once you're away from him, drive the hole without fear. The other Hornets are weak at the boards.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

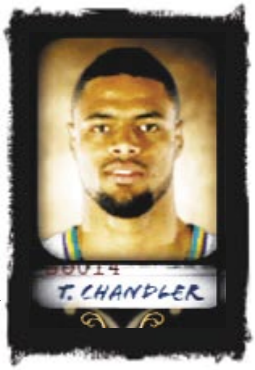
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Chris Paul	Chris Paul
Desmond Mason	Tyson Chandler
Peja Stojakovic	Peja Stojakovic

Baller Profiles

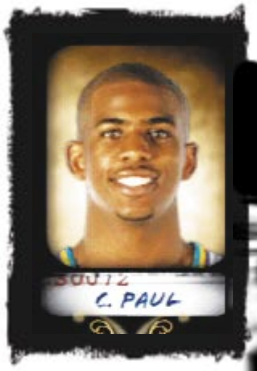
Tyson Chandler



NUMBER: 6
POSITION: Center
BORN: Oct 2, 1982
HEIGHT: 7-1
WEIGHT: 235 lbs.

Before coming to New Orleans, Chandler made his presence felt in Chicago. Though he can play a great defensive game, he can also put up the occasional dunk. If you play him on your team, make it as the linchpin of the defensive unit. He's got mad Boards/Blocks, balla'.

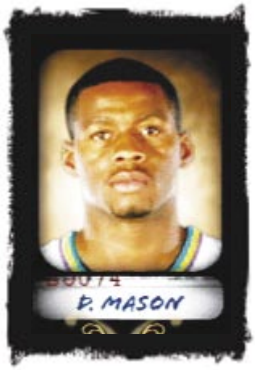
Chris Paul



NUMBER: 3
POSITION: Guard
BORN: May 6, 1985
HEIGHT: 6-0
WEIGHT: 175 lbs.

WIn his rookie year, Chris Paul started every game he played in. Not bad for a rookie, eh? In those 78 games he put up a modest, but impressive 16 points per game average. His main strength, however, is in passing. He averaged 7.8 assists per game in his rookie year. Expect similar results from him on the streets.

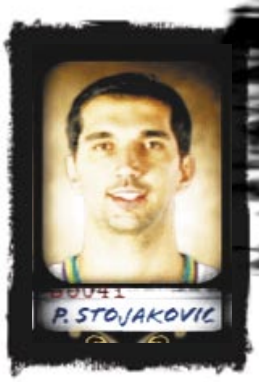
Desmond Mason



NUMBER: 24
POSITION: Forward/Guard
BORN: Oct 11, 1977
HEIGHT: 6-5
WEIGHT: 222 lbs.

Another fresh addition to the Hornets roster, Desmond Mason adds great Dunking power to the Hornets' sting. If you make Mason a part of your lineup, which you should, always keep the bucket in your sights. Attack it often, and attack it hard. His Dunking skills are strong enough to topple most defenders at the boards.

Peja Stojakovic



NUMBER: 16
POSITION: Guard/Forward
BORN: Jun 9, 1977
HEIGHT: 6-10
WEIGHT: 229 lbs.

Ever since making his name in Sacramento, Peja Stojakovic has been a shooting king. Now, his sweet shot and killer three is part of the Hornets' stinging offense. He can make worthy contributions to the D unit, but if you have Peja on the court, dish him the ball outside the line and see what he's capable of.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

New York Knicks

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Eddy Curry	Boards/Blocks	Passing	23	9	59	71	32	20	91	53
Steve Francis	Handles	Boards/Blocks	68	80	84	29	85	80	50	83
Channing Frye	Boards/Blocks	Shooting	10	45	79	80	41	30	59	58
Stephon Marbury	Handles	Boards/Blocks	74	88	38	11	125	90	38	89

Playing As



The Knicks are somewhat of an odd team. Half the players are mad ball handlers, the other half are devastating defensive stoppers. So who scores? That's up to you, champ. The Knicks are a great team for more experienced players to handle. They are great in defensive showdowns or trick throwdowns, but not as handy in games that require lots of baskets.

Offensively always have Marbury and Francis on the blacktop. If you're facing a tough offense, keep Curry and Frye in.

Playing Against



Beating the Knicks can either be really easy or really tough. It depends on what kind of game you're playing. If you're in a Trick Battle, be ready for a long day. Keep the ball away from Marbury and Francis. If you're looking at a straight up b-ball game with baskets for points, keep the game in your favor by continuously moving the ball.

They have strong defenders at the boards, so find a way around them by stacking the paint with your other players. Throw your weight around and make openings for your offensive lead man.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

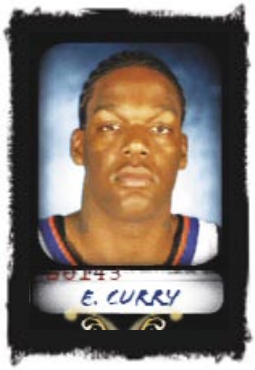
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Stephon Marbury	Stephon Marbury
Steve Francis	Channing Frye
Eddy Curry	Eddy Curry

Baller Profiles

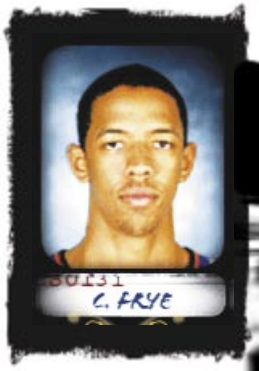
Eddy Curry



NUMBER: 34
POSITION: Center/Forward
BORN: Dec 5, 1982
HEIGHT: 6-11
WEIGHT: 285 lbs.

Eddy Curry is a young NBA baller with a long, great career ahead of him. In only four years, Curry is on pace to score 4,000 points, play 300 games, and grab 2,000 rebounds in a short time. His Boards/Blocks skills should always be a part of your Knicks lineup, no matter what kind of game you need to play. A threat to dunk or sink the short shot, he's also a capable offensive player.

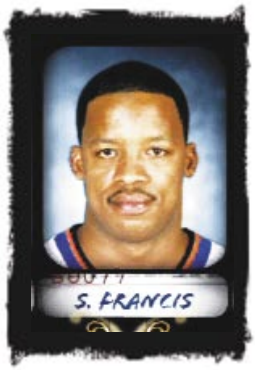
Channing Frye



NUMBER: 7
POSITION: Forward
BORN: May 17, 1983
HEIGHT: 6-11
WEIGHT: 248 lbs.

If you watched college ball, then you know the name Channing Frye. He earned First Team All-Pac-10 honors twice in college, as a junior and senior. As a rookie, he brings a refreshing attitude and lots of heart to the storied Knicks franchise. On the streets he's got big game at the boards. Put Frye in for good blocking power at the line and even better rebounds at the boards.

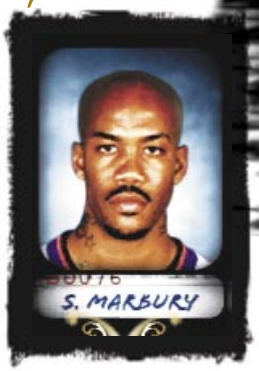
Steve Francis



NUMBER: 1
POSITION: Guard
BORN: Feb 21, 1977
HEIGHT: 6-3
WEIGHT: 210 lbs.

Steve Francis is a hard man to defend. His hands are among the best in the league and his Handles are a clear indicator of his amazing level of play. Aside from good stealing ability and awesome Handles, he's put up three 21-point-per-game averages in his career. He's a scorer and a great all-around baller.

Stephon Marbury



NUMBER: 3
POSITION: Guard
BORN: Feb 20, 1977
HEIGHT: 6-2
WEIGHT: 205 lbs.

Stephon Marbury is an amazing all-around baller. You want Handles? He's got plenty. Need Steals? He can do that too. How about a little Dunking? Sure, why not? He has become the new face of the Knicks and rightfully so. A player of his caliber can hardly go unnoticed.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Orlando Magic

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Grant Hill	Handles	Boards/Blocks	80	46	64	39	78	70	65	80
Dwight Howard	Boards/Blocks	Passing	29	15	82	125	35	25	82	60
Darko Milicic	Dunking	Passing	44	12	59	60	36	14	69	67
Jameer Nelson	Passing	Dunking	71	80	10	29	80	70	53	87

Playing As



Want to work some magic in Orlando, kid? Easy, just put Grant, Milicic, and Nelson in for your offensive scheme. The three Magic men can create all kinds of noise on the court. Use Hill's Handles to rack up nasty trick points, use Nelson to move the rock around and create scoring lanes, and swing the rock out to Milicic for the dazzling dunk.

If you're going to play a tough offensive team and need a little more D in your 'fense, pull Dwight Howard out of your hat for some tough play inside the paint. His Boards/Blocks skills will magically make balls disappear on their way to the net…only to reappear in your possession.

Playing Against



Playing D against the Magic requires all around good defensive skills. You'll need a baller with good Steals to match up against Hill, a tough man in the paint to stop Milicic, and a baller with a good Power rating to bully Nelson into turnovers.

On offense, you're going to have an easier time. They only have one tough defender in Howard, but he can still frustrate you if you don't play smart. Get the drop on Howard by creating mismatches with his teammates. If you can draw Howard into a double team, dish the ball out to the open man and put up some points.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

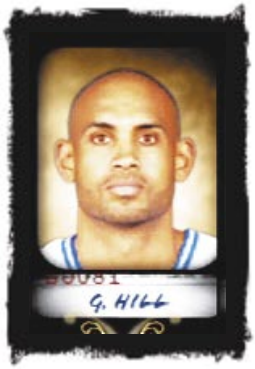
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Grant Hill	Grant Hill
Darko Milicic	Darko Milicic
Jameer Nelson	Dwight Howard

Baller Profiles

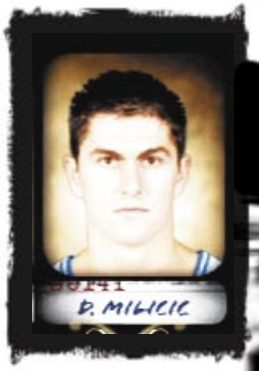
Grant Hill



NUMBER: 33
POSITION: Guard/Forward
BORN: Oct 5, 1972
HEIGHT: 6-8
WEIGHT: 225 lbs.

You want an All-Star, playa'? How about a five time NBA All-Star? Take Hill, then. After winning the Co-Rookie of the Year award (he shared it with Jason Kidd), Hill has become an elite NBA legend. Though he's obviously a great shooter, putting up a 20-point-per-game average for his career, he's got great Handles too. He is a must-play baller.

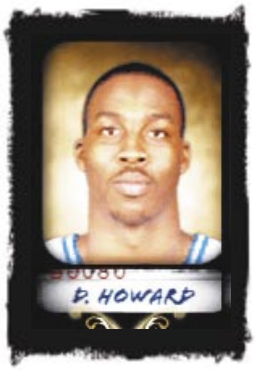
Darko Milicic



NUMBER: 31
POSITION: Forward/Center
BORN: Jun 20, 1985
HEIGHT: 7-0
WEIGHT: 275 lbs.

Milicic is no stranger to championship-caliber playing. As part of the Yugoslavia team, he helped win the European Cadet Championships in 2001. After migrating to the U.S., Milicic pumped the Orlando Magic team to new heights with his rim rocking dunks and great play at the boards. He's a legitimate threat at the boards for would-be shooters or dunkers, but even more of a threat at posterizing defenders.

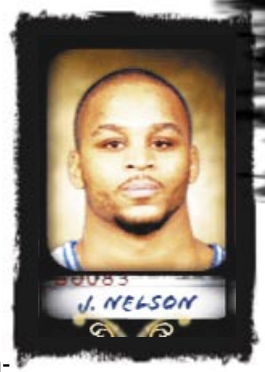
Dwight Howard



NUMBER: 12
POSITION: Center/Forward
BORN: Dec 8, 1985
HEIGHT: 6-11
WEIGHT: 265 lbs.

The D in D-Howard may be for Dwight, but it can also be for Defense. Howard plays D like a true veteran of the hardwood, though he's been a player for only two seasons. In those two seasons he's put up a nasty 11.5 rebounds per game average. Not bad, right? He is a must-have player for defensive games, no matter what.

Jameer Nelson



NUMBER: 14
POSITION: Guard
BORN: Feb 9, 1982
HEIGHT: 6-0
WEIGHT: 190 lbs.

Nelson's play is worthy of his team's name. He works magic with the ball. His exceptional passing is the reason why teammates like Milicic can slam dunks and score seemingly at will. He's not a big man, so don't expect him to spend too much time in the paint where bigger men rule. Keep Nelson outside the lines where he can work his magic and dictate the action like the playmaker he is.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Philadelphia 76ers

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Samuel Dalembert	Boards/Blocks	Passing	10	11	75	82	30	40	71	62
Andre Iguodala	Dunking	Shooting	60	71	125	62	76	81	45	84
Andre Miller	Passing	Dunking	51	125	5	23	83	76	62	80
Chris Webber	Shooting	Passing	51	46	47	52	51	45	53	60

Playing As



When C-Webb joined A.I. in Philly, the 76ers' offense got a great boost. You are now the lucky recipient of the 76ers' mad streetball skills. This team has streetball dazzle written all over it. Need a dunker? No problem, you've got Iguodala. Need a shooter? Easy, there is Webber. How about a sick ball handler? Look no further than the Truth.

The inclusion of Dalembert makes the 76ers no slouches on D, either. Play him inside the paint and keep your other ballers playing tight man on man.

Playing Against



Because the 76ers can score quickly, your best defense is a good offense. They can dunk and shoot, champ. So be ready to play a game of catch up against them. The best way to beat them is to get a few successive defensive stops against them and capitalize with scores of your own.

Get a sizable lead on them and rely on making strong scoring efforts on every possession. Defensively, keep Webber as far from the line as possible and Iguodala as far from the paint as possible.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

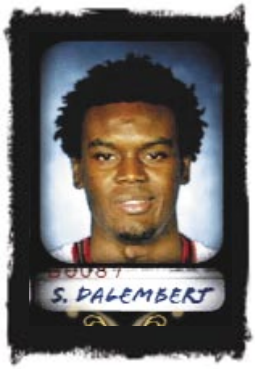
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Allen Iverson	Allen Iverson
Andre Iguodala	Samuel Dalembert
Chris Webber	Chris Webber

Baller Profiles

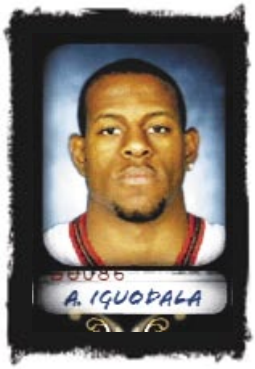
Samuel Dalembert



NUMBER: 1
POSITION: Center
BORN: May 10, 1981
HEIGHT: 6-11
WEIGHT: 250 lbs.

In only his fourth year in the NBA, Dalembert was able to post 53.1 percent field goal shooting and an impressive 70.5 percent shooting from the line. Even with his good shooting percentages, he was also able to finish the year ranked sixth in shots blocked per game and eight in total blocks. That is what he brings to the streetball game. His Boards/Blocks skills are integral to a strong defensive showing on the courts.

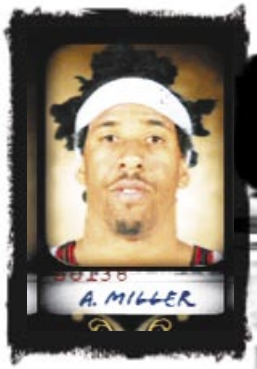
Andre Iguodala



NUMBER: 9
POSITION: Forward/Guard
BORN: Jan 28, 1984
HEIGHT: 6-6
WEIGHT: 207 lbs.

Iguodala started every game in his first two seasons as a Philadelphia 76er. In 2005–2006 he shot 50 percent from the floor and 75.4 percent at the line. Perhaps his biggest award for the 2005–2006 season was finishing second in the Sprite Rising Stars Slam Dunk Competition.

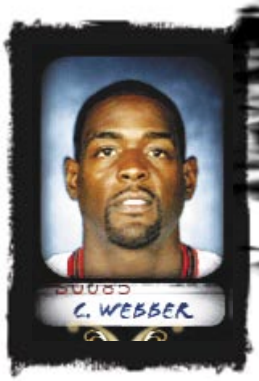
Andre Miller



NUMBER: 7
POSITION: Guard
BORN: Mar 19, 1976
HEIGHT: 6-2
WEIGHT: 200 lbs.

It's no wonder why Andre Miller's strength in streetball is Passing. On the NBA hardwood, Miller is an assist machine. His ability to see a scoring opportunity and make the right call elevates his team's level of play. While he may not be an immediate threat to score, his skills improve his teammates' scoring opportunities.

Chris Webber



NUMBER: 4
POSITION: Forward
BORN: Mar 1, 1973
HEIGHT: 6-10
WEIGHT: 245 lbs.

As the best player among the Fab Five of Michigan State, C-Webb stormed onto the courts in the NBA and quickly began making his ascent to NBA superstardom. After spending most of his career with Sacramento, Webber traveled across the country to his new East Coast home in Philly. There he became the 76ers' main shooter behind Allen Iverson. Leave the Handles to someone else, and pop in C-Webb for better Shooting.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Phoenix Suns

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Boris Diaw	Passing	Shooting	41	69	55	53	67	39	53	75
Shawn Marion	Dunking	Passing	65	31	80	76	71	55	55	83
Steve Nash	Passing	Dunking	96	125	1	17	95	99	24	91
Amare Stoudemire	Dunking	Shooting	19	21	85	82	39	48	99	75

Playing As



Just as their name implies, the Suns are hot. They're a dunk-happy offense capable of ridiculous ball movement. Use Nash's and Diaw's abilities to move the ball around the court and keep your opponent guessing. If the other team is constantly chasing the ball, they're not scoring it.

To put up some tallies on your side of the scoreboard, move the ball around enough to clear a path in the paint. With it open, slash inside and posterize a defender with a disgusting dunk.

Playing Against



You have to play smart, patient streetball against the Suns. Steve Nash may not be a great dunker, but he is still the catalyst behind the majority of the Suns' points. Keep a lid on him by forcing him into coughing up the ball rather than passing and getting an assist.

The rest of the Suns are amazing dunkers, so post your toughest man near the basket. He might not be able to stop all of their dunking attempts, but he will curb their high scoring ways.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

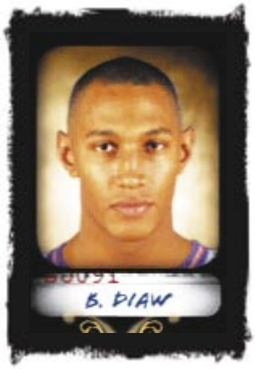
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Amare Stoudemire	Amare Stoudemire
Shawn Marion	Boris Diaw
Steve Nash	Steve Nash

Baller Profiles

Boris Diaw



NUMBER: 3
POSITION: Forward
BORN: Apr 16, 1982
HEIGHT: 6-8
WEIGHT: 230 lbs.

Before joining the Suns in Phoenix, Diaw helped his French team Pau Orthez win their second French League Championship. His unselfish play style is a perfect addition to the Suns' game plan.

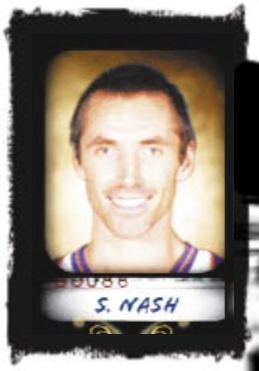
Shawn Marion



NUMBER: 31
POSITION: Guard
BORN: May 7, 1978
HEIGHT: 6-7
WEIGHT: 228 lbs.

Hailing from the University of Nevada, Las Vegas, "The Matrix" is a speedy Forward. He is an extremely versatile baller who specializes in Dunking on the streetball courts. Having ranked in the top 20 in scoring and top 10 in rebounds and steals all in one year, Marion should be in your offensive lineup at all times.

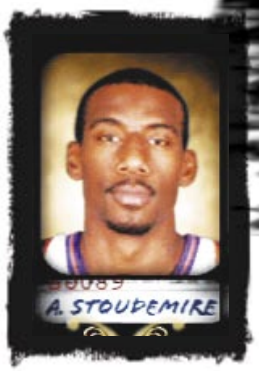
Steve Nash



NUMBER: 13
POSITION: Guard
BORN: Feb 7, 1974
HEIGHT: 6-3
WEIGHT: 195 lbs.

Nash is a two-time NBA MVP. And he did it in consecutive years. As part of the Dallas Mavericks, his skills were admired. But after joining the Phoenix Suns, he began his meteoric rise as the NBA's most feared Guard. Nothing seems to slow him down, much less stop him. In a league where people make their names by putting up monster points, Nash made his by passing the ball.

Amare Stoudemire



NUMBER: 1
POSITION: Center
BORN: Nov 16, 1982
HEIGHT: 6-10
WEIGHT: 245 lbs.

Not many players can succeed in the NBA. It takes strength, determination, and lots of talent. Amare Stoudemire made the jump directly from high school. Not only that, he succeeded as an NBA player and helped his team into the postseason. The most impressive thing of it all is that Stoudemire didn't even play basketball seriously until the age of 14.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Portland Trail Blazers

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Juan Dixon	Handles	Dunking	75	71	1	19	76	73	32	79
Jamaal Magloire	Boards/Blocks	Shooting	19	22	75	81	38	20	80	55
Zach Randolph	Dunking	Shooting	19	44	70	67	43	38	86	61
Brandon Roy	Handles	Boards/Blocks	55	77	52	40	82	50	33	86

Playing As



The Trail Blazers are a great team for Trick Battles or Gamebreaker Battles. Dixon and Roy have more than enough Handles to keep the team afloat in games that require a massive number of trick points. However, that doesn't mean they're a one-dimensional team. Zach Randolph has great Dunking skills to put up some serious points as well.

Defensively, throw Magloire into the mix and use his Boards/Blocks skills to slow down the other team. You'll have your hands full with the Trail Blazers, balla'.

Playing Against



The Trail Blazers will most likely use their Handles to carve a trail right past you on the way to the net. Don't fall for it. Stick your best defenders on Roy and Dixon to keep them from embarrassing you with their tricks.

To stop them from dunking all over you, put a strong man near the basket. He'll need to man up on Randolph and stop his dunks. Once you stop Randolph, slowing the rest of the Trail Blazers is a lot easier.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

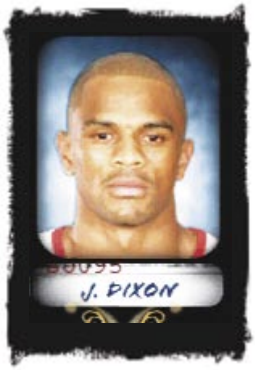
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Zach Randolph	Zach Randolph
Brandon Roy	Brandon Roy
Juan Dixon	Jamaal Magloire

Baller Profiles

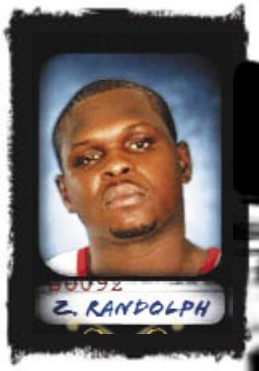
Juan Dixon



NUMBER: 3
POSITION: Guard
BORN: Oct 9, 1978
HEIGHT: 6-3
WEIGHT: 164 lbs.

Dixon's got great hands, playa'. His Steals are good, but his Handles skills are deadly. He's not going to be dunking on anyone any time soon, but his abilities are great for Trick Battles or Gamebreaker Battles. Regardless of the type of game though, keep him in for high-offense games.

Zach Randolph



NUMBER: 50
POSITION: Forward
BORN: Jul 16, 1981
HEIGHT: 6-9
WEIGHT: 215 lbs.

Zach Randolph has spent his entire career as a Portland Trail Blazer. Before that, he spent his childhood admiring Michael Jordan. Now in the NBA, Randolph is a capable dunker and defensive stopper. He may not be the best shooter on the Trail Blazer squad, but his Dunking skill is more than enough for high-scoring games.

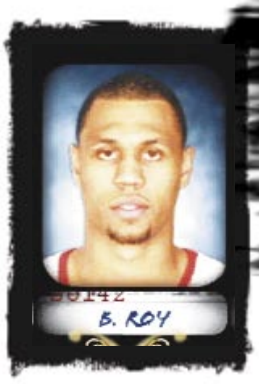
Jamaal Magloire



NUMBER: 21
POSITION: Center
BORN: May 21, 1978
HEIGHT: 6-11
WEIGHT: 259 lbs.

Jamaal is a great shot blocker and rebounder. He has a talent for turning the tide of a game in the span of a quick, hot defensive streak. Make Magloire the anchor for a strong defensive Trail Blazer team.

Brandon Roy



NUMBER: 7
POSITION: Guard
BORN: Jul 23, 1984
HEIGHT: 6-6
WEIGHT: 229 lbs.

Brandon Roy is a talented rookie with decent size and even better Handles. His shot is true, and he can even dunk on occasion. His main contributions, however, are trick points and Gamebreakers.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sacramento Kings

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Shareef Abdur-Rahim	Dunking	Shooting	42	41	45	68	50	46	75	62
Ron Artest	Shooting	Boards/Blocks	77	56	69	51	75	125	100	69
Mike Bibby	Passing	Boards/Blocks	84	85	22	19	84	73	51	87
Brad Miller	Boards/Blocks	Handles	41	48	57	74	38	59	75	58

Playing As



There is only one way to rule the streetball courts with the Kings. That's with Bibby making plays, Artest sinking the long ball, and Abdur-Rahim dunking the rock. The three make a very dangerous trio on offense. Keep each of their key strengths in mind as you move about the court.

If you need to make good stops, use Brad Miller in place of Abdur-Rahim. Miller's powerful enough on the court to bully some of the tougher NBA ballers. Against dunk-happy teams, post Miller near the net. He's just as tough in the paint as he is out of it.

Playing Against



Bibby is a speedy baller. He can play circles around many bigger men. Keep him contained to limit his ability as a great passer. If he can't make the plays happen, his teammates can't put the ball in the hole, dig? If Bibby isn't in the lineup, stick your strongest defender near Artest. He's a big man capable of putting up big points.

On offense, work through Miller. Put him on the floor by shoving him around the court. Once he is down, dish the ball to your best scorer.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

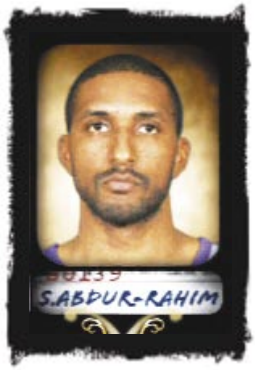
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Mike Bibby	Mike Bibby
Ron Artest	Ron Artest
Shareef Abdur-Rahim	Brad Miller

Baller Profiles

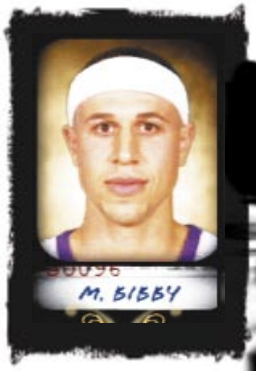
Shareef Abdur-Rahim



NUMBER: 3
POSITION: Center
BORN: Dec 11, 1976
HEIGHT: 6-9
WEIGHT: 245 lbs.

It's easy to forget that Shareef is a 10-year NBA baller. His career has taken him from Vancouver (back when the Grizzlies called it home) to Atlanta to Portland to, now, Sacramento. All the while, Abdur-Rahim has maintained great Dunking skill and decent defensive skills.

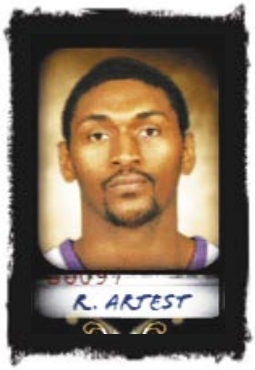
Mike Bibby



NUMBER: 10
POSITION: Guard
BORN: May 13, 1978
HEIGHT: 6-1
WEIGHT: 190 lbs.

If ever there was a face for the Sacramento Kings, Mike Bibby is it. Mike Bibby finished 2005–2006 with his highest points per game average for the season with 21.1. As such he led the team in spirit and in shooting. Bibby should be in every Kings lineup. His Passing augments a powerful offense by spreading the ball around and his speed on D is useful in stopping fast breaks.

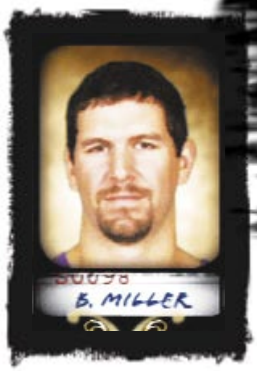
Ron Artest



NUMBER: 93
POSITION: Forward
BORN: Nov 13, 1979
HEIGHT: 6-7
WEIGHT: 260 lbs.

Ron Artest finished the 2005–2006 season as part of the NBA All-Defensive First Team and was nearly voted Defensive Player of the Year. Ironically, Artest's Boards/Blocks skills aren't his strongest suit. Artest is a shooter. He's got a pure shot and great hands. If you play him on D, swat at the ball for the steal. Otherwise, make him a big part of your offense.

Brad Miller



NUMBER: 52
POSITION: Center
BORN: Apr 12, 1976
HEIGHT: 7-0
WEIGHT: 261 lbs.

Though he's had many different games where he led his team in scoring, Brad Miller is the Sacramento Kings' defensive backbone. The big man near the bucket can rebound, block, and even steal the rock with great efficiency. Put Miller into your defensive games for big stops and feel comfortable taking the occasional shot at the bucket.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

San Antonio Spurs

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Tim Duncan	Boards/Blocks	Handles	45	42	67	125	35	36	85	66
Michael Finley	Shooting	Boards/Blocks	77	63	75	21	77	61	63	75
Manu Ginobili	Handles	Boards/Blocks	82	80	82	30	81	84	51	83
Tony Parker	Handles	Dunking	73	89	1	15	91	99	43	99

Playing As



There is a reason the Spurs have the legacy they do. One reason is Tim Duncan. Another is Manu Ginobili. Yet another is Tony Parker. Want a new reason? How about Michael Finley? These four men are among the best the NBA has to offer. And now they're under your control.

Playing the Spurs is like taking candy from a baby, kid. Duncan's presence alone can scare opponents away from the basket. Stick him in the paint and stop offenses cold. Scoring is usually as easy as dishing Finley the rock. More often than not, all he needs is a clean look.

Playing Against



Playing against the Spurs is tough, champ. They're not to be taken lightly. Keeping the ball away from Finley begins by stopping Ginobili and Parker. Keep their Handles bottled up and Finely won't be able to get as many clear shots at the net.

However, that is only half the battle. You still need to get past Duncan to score. Tie up Duncan outside of the paint by using your teammates as bullies and calling plenty of screens. He's tough, so expect a hard time clearing him out of his position.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

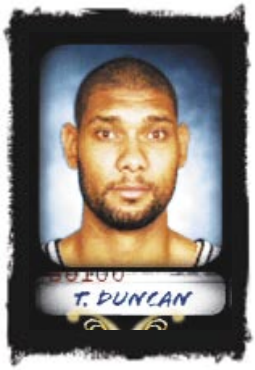
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Manu Ginobili	Manu Ginobili
Michael Finley	Michael Finley
Tony Parker	Tim Duncan

Baller Profiles

Tim Duncan



NUMBER: 21
POSITION: Forward
BORN: Apr 25, 1976
HEIGHT: 6-11
WEIGHT: 260 lbs.

Duncan was the only player in the NBA to be All-NBA First Team and All-Defensive First Team in 2005–2006. Despite his many contributions on the defensive front, don't underestimate his ability to sink the long ball. Duncan's Boards/Blocks skills can completely shut down opponents and force them to completely revamp their offensive scheme. Duncan is a game changer and playmaker.

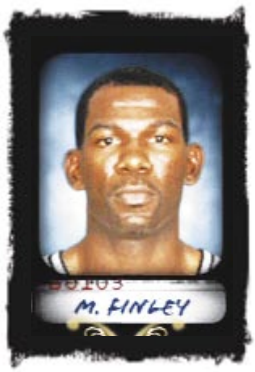
Manu Ginobili



NUMBER: 20
POSITION: Guard
BORN: Jul 28, 1977
HEIGHT: 6-6
WEIGHT: 205 lbs.

In four years as an NBA baller, Manu Ginobili has been the San Antonio Spurs' best ball handler. In every season he has played, he's made his presence felt. In his rookie year in the NBA, he made the NBA All-Rookie Second Team and most recently was named a reserve for the 2005 All-Star Game. Slip Ginobili into your three-man squad to anchor it with great Handles and good Shooting.

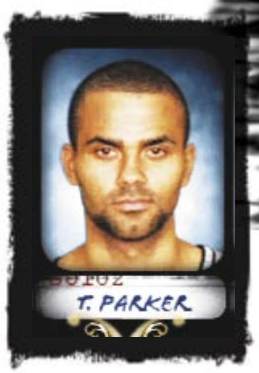
Michael Finley



NUMBER: 4
POSITION: Guard
BORN: Mar 6, 1973
HEIGHT: 6-7
WEIGHT: 225 lbs.

Finley's move to San Antonio helped further dismantle a once-stellar Dallas offense that featured Dirk Nowitzki, Steve Nash, and Michael Finley. Now, Finley calls San Antonio home and lends his exceptional Shooting talents to a powerful, championship caliber Spurs lineup. Keep Finley in your lineup at all times, and you'll always be a threat to score.

Tony Parker



NUMBER: 9
POSITION: Guard
BORN: May 17, 1982
HEIGHT: 6-2
WEIGHT: 180 lbs.

Another career-long Spurs player, Tony Parker is the finest French export since fries. Voted All-Rookie First Team in his rookie year, Parker is the oldest of three and comes from a basketball family. His father and two younger brothers are also basketball players. As one of the smaller men on the team, Parker relies on his speed and great Handles.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Seattle Supersonics

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Ray Allen	Shooting	Boards/Blocks	125	67	65	32	84	59	54	85
Rashard Lewis	Shooting	Passing	73	34	74	46	71	54	54	74
Luke Ridnour	Passing	Dunking	74	86	5	19	86	67	37	84
Chris Wilcox	Boards/Blocks	Shooting	15	18	77	84	31	30	80	69

Playing As



When playing as the Supersonics, you have the pleasure of playing as a great shooting team. Use Ray Allen to rain points down all over the opposing team. His exceptional Shooting skill is made even better with the threat of Lewis's shooting. Both players are exceptional shooters whose skills are always a constant threat.

To create shooting opportunities, however, have Luke Ridnour to move the ball around. Don't count too heavily on his ability to score as much as his ability to create open lanes. Additionally, Wilcox is just as handy at shoving around ball handlers as he is at playing the boards.

Playing Against



Lucky for you, the Supersonics only have one tough defensive baller. Chris Wilcox is tough at the boards, but not so tough that he can completely shut you down. Respect him at the net, but don't give him too much. Attack the net confidently and work toward pumping your score with authoritative dunks.

To beat them, you always have to account for Ray Allen. He is a skilled shooter and a constant threat to score. Double up on Allen, and leave your third man on Lewis if he is in the lineup.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

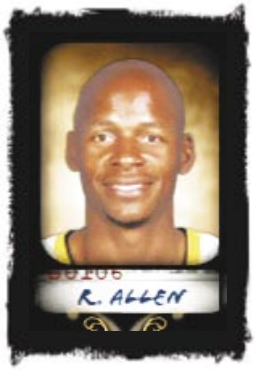
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Ray Allen	Ray Allen
Rashard Lewis	Chris Wilcox
Luke Ridnour	Luke Ridnour

Baller Profiles

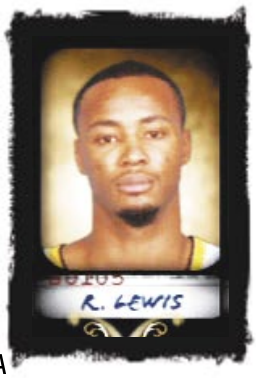
Ray Allen



NUMBER: 34
POSITION: Guard
BORN: Jul 20, 1975
HEIGHT: 6-5
WEIGHT: 205 lbs.

Ray Allen is a 10-year NBA veteran and a class act to boot. When not dominating the courts with his precision shooting, he's heavily involved in helping the community and giving shape to young ballers in the Jr. NBA and Jr. WNBA youth programs. On the court, he's as solid a shooter as they come. He can sink the long ball or devastate defenses with short buckets. Keep Allen on the court regardless of the game's objective.

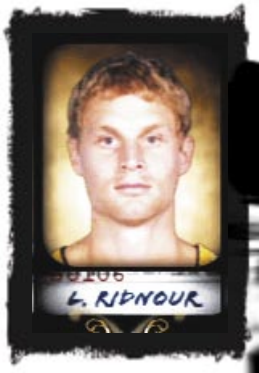
Rashard Lewis



NUMBER: 7
POSITION: Fprward
BORN: Aug 8, 1979
HEIGHT: 6-10
WEIGHT: 230 lbs.

Rashard Lewis is another player who joined the NBA directly from high school. Selected by the Supersonics in the 1998 NBA Draft, he has been a Seattle Supersonic ever since. In his eight years in Seattle, Lewis has become an increasingly talented player, showing a steady rise in scoring. Keep Lewis in your game to put up big points.

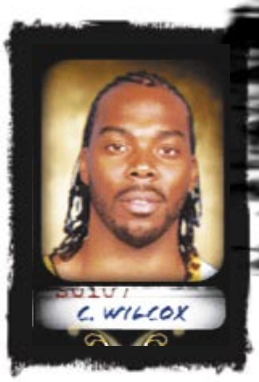
Luke Ridnour



NUMBER: 8
POSITION: Guard
BORN: Feb 13, 1981
HEIGHT: 6-1
WEIGHT: 167 lbs.

In his collegiate career, "Cool Hand Luke" was consistently noticed. He showed amazing skills as a ball handler and passer and even won Pac-10 Conference Player of the Year and the Pac-10 Tournament MVP Award. Now, in his third year as a Seattle Supersonic, his Passing skills are the team's best.

Chris Wilcox



NUMBER: 54
POSITION: Forward
BORN: Sep 3, 1982
HEIGHT: 6-10
WEIGHT: 235 lbs.

Wilcox is a solid defensive player on the Supersonics roster. Big, powerful, and highly talented, Wilcox can play the boards and even dunk when called upon. Don't completely count him out on offense, but make him your top player on D.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Toronto Raptors

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Andrea Bargnani	Dunking	Handles	42	50	69	53	37	15	55	66
Chris Bosh	Boards/Blocks	Passing	57	23	76	85	50	46	71	67
T.J. Ford	Passing	Boards/Blocks	62	87	31	18	85	80	35	97
Morris Peterson	Shooting	Boards/Blocks	80	59	49	23	70	75	42	70

Playing As



Although the team has a good shooter, passer, and dunker, you still have to put in a decent amount of elbow grease. While you can put up points and compete, the rest of the NBA has a lot of very talented players with Boards/Blocks ratings high enough to overpower the Raptor offense.

To win, center your offense around Ford's shooting. Keep your offense fast and kinetic to get past slower, tougher defensive teams.

Playing Against



The Raptors are a lot like the animal they're named after. They're fast and agile, and they can slash past you in no time. Because of that, play a strong defensive unit with tons of power. Overpower the Raptors offense by throwing your weight around. Make your presence felt, kid.

Chris Bosh is their number-one stopper. He is the only Raptors baller with defensive stopping power and as such, should not be taken on one-on-one with a weak shooter.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Morris Peterson	Morris Peterson
T.J. Ford	T.J. Ford
Andrea Bargnani	Chris Bosh

Baller Profiles

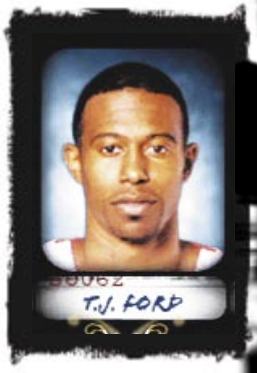
Andrea Bargnani



NUMBER: 7
POSITION: Forward
BORN: Oct 26, 1985
HEIGHT: 7-0
WEIGHT: 250 lbs.

This young rookie is a seven-foot high-flying dunker. Though he may be in his first year as an NBA baller, this kid is accustomed to high-octane offense, having played ball in the Euroleague. Now, as a Toronto Raptor, he brings good Shooting and even better Dunking to the Raptor offense.

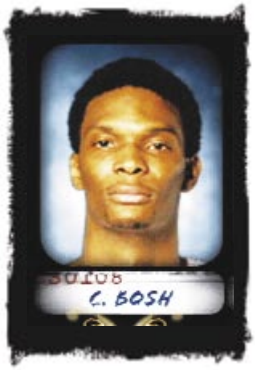
T.J. Ford



NUMBER: 11
POSITION: Guard
BORN: Mar 24, 1983
HEIGHT: 6-0
WEIGHT: 165 lbs.

Ford is a tremendous passer. In his first two years, Ford posted a 6.5 assists per game average. Now in his third year, Ford joins the young Toronto squad to lend a helping hand. Put him in your squad to spread the ball around and score some sweet alley-oops.

Chris Bosh



NUMBER: 4
POSITION: Forward
BORN: Mar 24, 1984
HEIGHT: 6-10
WEIGHT: 230 lbs.

Bosh is a third-year player out of Georgia Tech. In 2005–2006 he led the Raptors in rebounding 46 times. He was also the only NBA player to average 22.0 points, and shoot better than 50 percent field goals and 80 percent from the line. On the streetball courts, expect Bosh to block and rebound, while still sinking a few shots.

Morris Peterson



NUMBER: 24
POSITION: Guard
BORN: Aug 26, 1977
HEIGHT: 6-7
WEIGHT: 220 lbs.

Morris Peterson, with six years under his belt, is the Toronto Raptors' most experienced player of the four. Not only is he the most experienced, but he has also spent his entire six-year career with the Toronto squad. He continues to shoot at top levels and is easily the team's best shooter. Line him up against weaker defenders and put up big points.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Utah Jazz

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Carlos Boozer	Dunking	Shooting	33	39	78	77	46	41	81	56
Andrei Kirilenko	Boards/Blocks	Handles	56	47	70	125	39	82	50	64
Mehmet Okur	Dunking	Handles	37	50	60	61	34	15	70	45
Deron Williams	Handles	Boards/Blocks	71	87	71	59	88	71	63	82

Playing As



The Utah Jazz may not seem like a team big on dunks, but they are. Two of their four men are strong dunkers, their third is a skilled ball handler, and their fourth man is a defensive stopper. Add them all up and the Jazz is a balanced symphony of dunk-oriented offense and tough defense.

Kirilenko's Boards/Blocks skills are the Jazz's only means with which to stop opposing shooters, so keep him near the basket.

Playing Against



The thing about playing against good dunkers is that the ball rarely leaves their hands before it reaches the basket. That's why you have to force the ball out of their hands instead of waiting for them to cough it up. Play the Jazz tight. Keep the pressure on them and force them into turning the ball over.

With enough pressure, you'll keep the ball bouncing in your favor the entire game. Kirilenko is hard to beat with long-range shots, so turn their game around on them and rely on dunks for most of your points.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

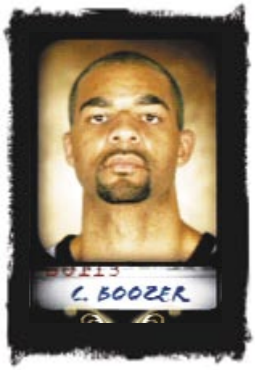
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Mehmet Okur	Andrei Kirilenko
Carlos Boozer	Carlos Boozer
Deron Williams	Deron Williams

Baller Profiles

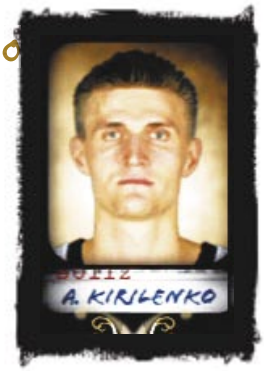
Carlos Boozer



NUMBER: 5
POSITION: Forward
BORN: Nov 20, 1981
HEIGHT: 6-9
WEIGHT: 266 lbs.

Even though he missed the first 49 games of the 2005–2006 season with a hamstring injury, Boozer still managed to finish the season as the Utah Jazz's second leading scorer and rebounder. If he can do that in only 33 games, imagine what he can do with an entire season. Use his big vertical for nasty dunks, but don't count too heavily on his ranged shot.

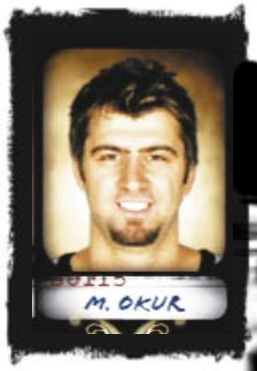
Andrei Kirilenko



NUMBER: 47
POSITION: Forward
BORN: Feb 18, 1981
HEIGHT: 6-9
WEIGHT: 227 lbs.

Kirilenko has spent his entire career with the Utah Jazz. He finished the 2005–2006 season ranked fourth (tied) in the NBA with triple-doubles. In streetball, D is Kirilenko's game. He's a big man, so post him in the paint and be patient. His Boards/Blocks rating is the team's best, so keep him in for defensive games.

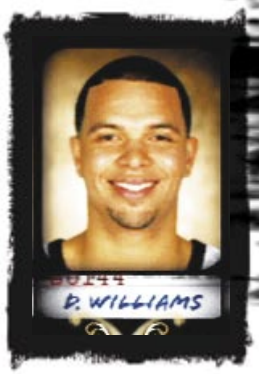
Mehmet Okur



NUMBER: 13
POSITION: Center
BORN: May 26, 1979
HEIGHT: 6-11
WEIGHT: 263 lbs.

Okur is the only Jazz baller with consecutive seasons having started all 82 games. He's a tough player and a valuable resource for the Utah Jazz. "The Turkish Delight" has mad Dunking skills and decent shots, making him a great addition to your roster.

Deron Williams



NUMBER: 8
POSITION: guard
BORN: Jun 26, 1984
HEIGHT: 6-3
WEIGHT: 205 lbs.

Deron Williams may only be in his second year, but his Handles skills scream NBA elite. He led the Jazz in assists in his first year and was named NBA All-Rookie First team. Now in his second year, he looks to build on his success by honing his skills as a great ball handler and prolific shooter.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Washington Wizards

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Gilbert Arenas	Passing	Boards/Blocks	80	86	81	43	86	125	60	86
Caron Butler	Handles	Boards/Blocks	60	47	75	31	78	73	58	75
Brendan Haywood	Boards/Blocks	Passing	19	20	59	81	33	35	79	52
Antwan Jamison	Dunking	Passing	64	28	71	35	65	38	60	73

Playing As



The Wizards play a well-balanced offense. Equal parts Dunking, Shooting, and Handles combine into a high-scoring trick points and basket scoring offense. In most trick battles, Caron Butler will be your go-to guy. Otherwise rely on Arenas and Jamison.

On D, look to Haywood. He, like many other lone Boards/Blocks men on their respective teams, is the only defensive player on the team. He can provide a strong D, but he cannot carry the team on his own.

Playing Against



It doesn't take magic to beat the Wizards, kid. They're a strong offensive team with one main scorer, so limit the number of attempts he takes at the basket. After he is playing a limited role, shutting down his teammates won't be too tough.

On offense, avoid Brendan Haywood. Shove him away from his defensive position and create an open lane for scoring.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

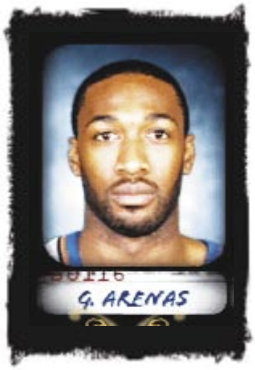
Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Antwan Jamison	Antwan Jamison
Gilbert Arenas	Brendan Haywood
Caron Butler	Caron Butler

Baller Profiles

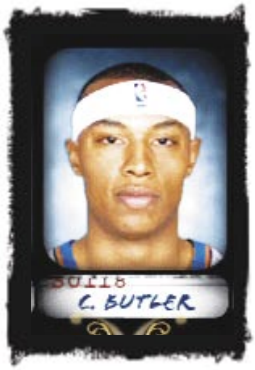
Gilbert Arenas



NUMBER: 0
POSITION: Guard
BORN: Jan 6, 1982
HEIGHT: 6-4
WEIGHT: 215 lbs.

Looking for someone with sick numbers? Try Gil Arenas. In five years of NBA play he's averaged 21.7 points per game, 5.4 assists, 4.2 rebounds, and 1.73 steals. He's a fierce competitor and a magic man with the ball. His expert passing and leadership give the Wizards a much-needed offensive boost against any team.

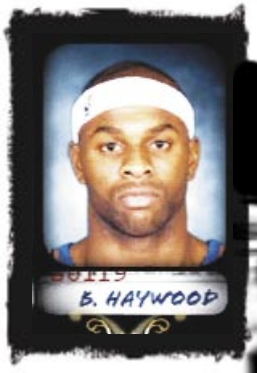
Caron Butler



NUMBER: 3
POSITION: Forward
BORN: Mar 13, 1980
HEIGHT: 6-7
WEIGHT: 228 lbs.

Butler often lives up to his namesake and cleans up the court with his sick Handles and great ball handling ability. He's a powerful forward with decent speed and a perfect addition to your offensive squad.

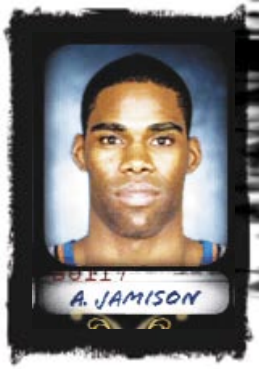
Brendan Haywood



NUMBER: 33
POSITION: Center
BORN: Nov 27, 1979
HEIGHT: 7-0
WEIGHT: 263 lbs.

Haywood is a great Center. He's got good size and a great vertical. Best of all, he's got good power at the position. Though still young, Haywood is the Wizards' main man at the boards. Toss him into your lineup for defensive battles and anchor down your D near the bucket.

Antwan Jamison



NUMBER: 4
POSITION: Forward
BORN: Jun 12, 1976
HEIGHT: 6-9
WEIGHT: 235 lbs.

If wizards can magically hover and float about, then this Wizard can fly and soar above the rim. Jamison is an amazing dunker and a good shooter. In eight seasons, he's managed to put up nearly a 20-point-per-game average. Known mostly for his shooting, expect him to dunk on the streetball courts.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WNBA Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Sue Bird	Passing	Dunking	75	125	1	15	88	88	20	95
Tamika Catchings	Passing	Dunking	70	85	1	60	75	125	25	55
Lauren Jackson	Boards/Blocks	Dunking	55	25	5	75	25	25	80	35
Lisa Leslie	Passing	Dunking	61	90	35	80	80	34	55	70
Sheryl Swoopes	Passing	Dunking	75	85	1	50	55	65	20	65
Diana Taurasi	Passing	Dunking	125	90	1	35	66	50	25	75

Playing As



You want to see what ball movement is all about, playa'? Check out the WNBA team. The majority of the team (five out of six) is geared toward a high passing offense. That means that to win with the WNBA team, you have to create a lot of confusion on the court and move the ball around as much as possible. They aren't dunkers, so concentrate on shooting the smart ball, rather than dunking on the opposition.

Defensively you have only one option. Lauren Jackson is the team's only hope on D. Her Boards/Blocks rating is the only defensive rating for the team. Keep her in your lineup against tough offenses.

Playing Against



How do you beat a team that centers its offense around amazing passers? You keep the ball away from them, that's how. It's simple; they can't formulate an offense if they don't have the ball, right? When the ball is in their possession, attack the ball handler aggressively.

If they're constantly coughing up the ball, they're not shooting it. On offense, keep away from Lauren Jackson. She'll most likely be by the basket or near the paint, so watch out for her while shooting.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Atlanta Hawks
Boston Celtics
Charlotte Bobcats
Chicago Bulls
Cleveland Cavaliers
Dallas Mavericks
Denver Nuggets
Detroit Pistons
Golden State Warriors
Houston Rockets
Indiana Pacers
Los Angeles Clippers
Los Angeles Lakers
Memphis Grizzlies
Miami Heat
Milwaukee Bucks
Minnesota Timberwolves
New Jersey Nets
New Orleans Hornets
New York Knicks
Orlando Magic
Philadelphia 76ers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
San Antonio Spurs
Seattle Supersonics
Toronto Raptors
Utah Jazz
Washington Wizards
WNBA Stars

RECOMMENDED LINEUPS

Offensive Lineup	Defensive Lineup
Lisa Leslie	Lisa Leslie
Sheryl Swoopes	Sheryl Swoopes
Tamika Catchings	Lauren Jackson

Baller Profiles

Sue Bird



NUMBER: 10
POSITION: Guard
BORN: Oct 16, 1980
HEIGHT: 5-9
WEIGHT: 150 lbs.

Not part of the Larry Bird family, Sue Bird has made a name for herself as a premier Guard in the WNBA. She's got solid Passing skills and is a great shooter.

Tamika Catchings



NUMBER: 24
POSITION: Forward
BORN: Jul 21, 1979
HEIGHT: 6-1
WEIGHT: 167 lbs.

Catchings is a great defensive player. She's so good in fact, that she was top choice for 2006 WNBA MVP and Defensive Player of the Year.

Lauren Jackson



NUMBER: 15
POSITION: Forward/Center
BORN: May 11, 1981
HEIGHT: 6-5
WEIGHT: 187 lbs.

Not only was Jackson the 2003 WNBA MVP, she was also a 2005 WNBA All-Star starter. Along with teammate Sue Bird, she is one of Seattle's more valued players.

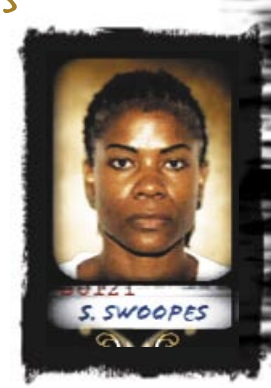
Lisa Leslie



NUMBER: 9
POSITION: Guard
BORN: Jul 7, 1972
HEIGHT: 6-5
WEIGHT: 170 lbs.

In 2005–2006, Lisa Leslie was the first WNBA player to reach 5,000 points in a career…and she's not done yet. It is clear to see why she, along with Sheryl Swoopes, is the face of the WNBA.

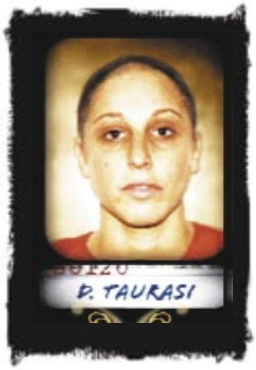
Sheryl Swoopes



NUMBER: 22
POSITION: Forward
BORN: Mar 25, 1971
HEIGHT: 6-0
WEIGHT: 145 lbs.

This 2003 WNBA Defensive Player of the Year has made a career out of playing strong D since becoming one of the WNBA's founding players.

Diana Taurasi



NUMBER: 3
POSITION: Guard
BORN: Jun 11, 1982
HEIGHT: 6-0
WEIGHT: 172 lbs.

Taurasi is an exceptional baller with great Passing skills and awesome Shooting abilities. Switch her in to the lineup to mix things up on offense.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

UNLOCKABLE TEAMS

B-More: Baltimore All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Carmelo Anthony	Handles	Boards/Blocks	125	72	85	39	86	46	77	72
Sam Cassell	Passing	Dunking	75	80	1	18	79	55	52	80
Juan Dixon	Handles	Dunking	75	71	1	19	76	73	32	79

Carolina: Carolina All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Chris Paul	Passing	Boards/Blocks	77	125	49	14	84	80	65	90
Jermaine O'Neal	Boards/Blocks	Shooting	27	45	85	125	34	35	91	60
Jerry Stackhouse	Handles	Boards/Blocks	65	47	80	21	81	70	61	84

Chicago: Chicago All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Dwayne Wade	Passing	Boards/Blocks	74	81	85	40	125	82	60	94
Bobby Simmons	Boards/Blocks	Shooting	64	51	60	30	60	69	78	68
Juwan Howard	Handles	Boards/Blocks	38	28	73	45	44	35	70	64

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Cville: Coatesville All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Rasheed Wallace	Boards/Blocks	Handles	70	41	66	83	39	40	90	63
Rip Hamilton	Handles	Boards/Blocks	125	55	48	16	80	49	44	80
Kobe Bryant	Shooting	Boards/Blocks	125	80	97	35	82	80	76	87

Detroit: Detroit All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Chris Webber	Shooting	Passing	51	46	47	52	51	45	53	60
Morris Peterson	Shooting	Boards/Blocks	80	59	49	23	70	75	42	70
Jason Richardson	Dunking	Boards/Blocks	65	68	125	33	85	66	55	82

Los Angeles: Los Angeles All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Gilbert Arenas	Passing	Boards/Blocks	80	86	81	43	86	125	60	86
Baron Davis	Passing	Boards/Blocks	79	125	82	23	90	84	68	90
Richard Jefferson	Dunking	Boards/Blocks	61	47	90	35	80	80	61	81

NJ: New Jersey All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Al Harrington	Dunking	Passing	43	39	84	61	40	60	74	62
Brevin Knight	Passing	Dunking	52	99	1	14	83	83	43	86
Troy Murphy	Boards/Blocks	Passing	51	19	62	63	36	40	83	62

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NYC: New York All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Ron Artest	Shooting	Boards/Blocks	77	56	69	51	75	125	100	69
Stephon Marbury	Handles	Boards/Blocks	74	88	38	11	125	90	38	89
Rafer Alston	Handles	Dunking	72	83	7	19	125	99	40	85

Oakland: Oakland All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Jason Kidd	Passing	Dunking	64	125	22	29	90	83	60	94
Paul Pierce	Shooting	Boards/Blocks	125	57	64	32	85	80	68	81
Tyson Chandler	Boards/Blocks	Passing	25	14	65	80	37	69	75	65

Brand Jordan All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Carmelo Anthony	Handles	Boards/Blocks	125	72	85	39	86	46	77	72
Rip Hamilton	Handles	Boards/Blocks	125	55	48	16	80	49	44	80
Chris Paul	Passing	Boards/Blocks	77	125	49	14	84	80	65	90
Joe Johnson	Shooting	Boards/Blocks	83	71	49	22	81	80	53	75
Ray Allen	Shooting	Boards/Blocks	125	67	65	32	84	59	54	85
Josh Howard	Dunking	Passing	54	21	78	47	67	81	71	71

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NBA All-Stars

The Team

Name	Strength	Weakness	Shooting	Passing	Dunking	Boards/Blocks	Handles	Steals	Power	Speed
Carmelo Anthony	Handles	Boards/Blocks	125	72	85	39	86	46	77	72
Emeka Okafor	Boards/Blocks	Passing	35	18	69	125	36	25	85	64
LeBron James	Dunking	Boards/Blocks	74	83	125	52	85	82	81	87
Larry Hughes	Handles	Boards/Blocks	70	65	76	54	83	125	41	80
Ray Allen	Shooting	Boards/Blocks	125	67	65	32	84	59	54	85
Dirk Nowitzki	Shooting	Passing	125	59	74	75	69	64	74	61
Ben Wallace	Boards/Blocks	Shooting	7	10	70	125	24	5	91	70
Jason Richardson	Dunking	Boards/Blocks	65	68	125	33	85	66	55	82
Tracy McGrady	Dunking	Boards/Blocks	80	80	125	33	85	81	50	85
Rafer Alston	Handles	Dunking	72	83	7	19	125	99	40	85
Jermaine O'Neal	Boards/Blocks	Shooting	27	45	85	125	34	35	91	60
Peja Stojakovic	Shooting	Boards/Blocks	125	61	43	28	67	61	63	75
Kobe Bryant	Shooting	Boards/Blocks	125	80	97	35	82	80	76	87
Dwayne Wade	Passing	Boards/Blocks	74	81	85	40	125	82	60	94
Shaquille O'Neal	Boards/Blocks	Shooting	10	22	60	125	24	20	99	63
Kevin Garnett	Boards/Blocks	Shooting	47	72	90	125	59	65	85	70
Jason Kidd	Passing	Dunking	64	125	22	29	90	83	60	94
Vince Carter	Dunking	Boards/Blocks	77	70	125	31	83	70	59	82
Chris Paul	Passing	Boards/Blocks	77	125	49	14	84	80	65	90
Stephon Marbury	Handles	Boards/Blocks	74	88	38	11	125	90	38	89
Dwight Howard	Boards/Blocks	Passing	29	15	82	125	35	25	82	60
Allen Iverson	Handles	Boards/Blocks	79	90	49	18	125	99	37	99
Andre Iguodala	Dunking	Shooting	60	71	125	62	76	81	45	84
Steve Nash	Passing	Dunking	96	125	1	17	95	99	24	91
Ron Artest	Shooting	Boards/Blocks	77	56	69	51	75	125	100	69
Tim Duncan	Boards/Blocks	Handles	45	42	67	125	35	36	85	66
Andrei Kirilenko	Boards/Blocks	Handles	56	47	70	125	39	82	50	64
Gilbert Arenas	Passing	Boards/Blocks	80	86	81	43	86	125	60	86
Andre Miller	Passing	Dunking	51	125	5	23	83	76	62	80

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BALLERS' PLAYGROUNDS

Everyone comes from somewhere, right, playa'? The following section covers every court you'll play throughout your rise to NBA legend. In your travels you'll ball in L.A., Cloverdale, and even the GOAT in N.Y.C. Only after you've made your mark on street courts around the world will you earn the right to add your homecourt to the map.

Venice Beach

Location: Los Angeles, CA



This is one of the most famous courts in the world, and it's common to see celebrities and athletes playing among the locals on any given day. It has four courts, but the best ballers all play on the court by the strip.

In Game

Venice is where you will play the best NBA ballers from the West Coast, from Baron Davis to Jason Kidd.

Cloverdale

Location: Baltimore, MD



Located off a busy intersection in the tough West Baltimore neighborhood, Cloverdale birthed NBA superstar Carmelo Anthony. Carmelo may credit his NBA skills to his days at Cloverdale, but he is not Cloverdale's only link to NBA. NBA champion Sam Cassell has graced the court as well as many of the defunct Baltimore Bullets.

In Game

Cloverdale is where you face your first NBA competition. Once you prove yourself to Carmelo, you return to take down the B-More squad in the last hometown Tournament. If you can beat Baltimore's finest—'Melo, Sam Cassell, and Juan Dixon—you'll be well on your way to legendary status.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Ash Park

Location: Coatesville, PA



Ash Park is in Coatesville, a small Pennsylvanian steel town referred to by some as Pittsburgh of the East. This court served as the central training ground for NBA superstar Rip Hamilton. Rip would meet his mentor Ricky Hicks at the court every day before school and run the hills of Coatesville. To this day, residents of Coatesville can see Rip running these same hills and battling on the courts at Ash Park.

In Game

Ash Park is the first Homecourt Tournament you will play in. Winning won't be easy, because Rip has recruited two friends from nearby Philadelphia to represent his hometown: NBA Superstar and childhood rival Kobe Bryant and NBA Star and Pistons teammate Rasheed Wallace.

Rupert Bell Rec

Location: Winston-Salem, NC



Rupert Bell Rec is homecourt to super Guard Chris Paul. Chris grew up in nearby Lewisville, but he spent lots of time with his grandfather in Winston-Salem. Chris and his brother would come down to the popular domed court when they were done with their shifts working at their grandfather's gas station. When Chris made it to the NBA, he refurbished the court in honor of his late grandfather. The plaque at the side of the court lets us know why the surface is pristine and the rims are perfect.

In Game

Rupert Bell is the second Homecourt Tournament you will play in. The competition has increased since the last tournament, and you know master passer Chris Paul won't just let you come and take his court.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The GOAT

Location: New York, NY



The GOAT is an oasis of basketball located in Manhattan. Four courts each with a funky blue and green paint job make the park an NY original. Kids and families flock to the park and sounds of recess fill the air. Ask the kids wearing GOAT league jerseys about the park and they'll tell you how Rafer Alston is a regular. Named after the most famous and tragic street legend N.Y.C. has ever had, the park is still legit long after the GOAT has passed.

Earl "The GOAT" Manigault

Ballers, gather 'round. This is the story of the GOAT. Born Earl Manigault in Harlem, New York, the GOAT was the best baller to never go pro. Nicknamed the GOAT because of his humble character (and the pronunciation of the second half of his last name, "gault") he inspired the youth of New York City and many current NBA legends.

The creator of the double-dunk, Manigault was destined to become an NBA legend. Unfortunately, several mistakes in his life led him down the wrong path and he eventually ended up in prison. Once out of prison, it was too late for him to get in the NBA—but not too late to make a difference. He began an anti-drug organization and helped steer kids away from the path that kept him from realizing his full potential.

In Game

This is where you find the best ballers from the East Coast. You have to start at the bottom and prove you belong before you can face the likes of Ron Artest, Allen Iverson, and Stephon Marbury.

Franklin Park

Location: Chicago, IL



Located in the dangerous west side of Chicago, this is the best pick up game in town. Made famous by its midnight basketball leagues, this gym keeps its name on the radar by producing winners. Just ask Kevin Garnett or look at the banners if you need proof.

In Game

This is where you find the best ballers from the Midwest. Guys like Kevin Garnett and LeBron James make this one of the toughest courts to play on.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Dirt Bowl

Location: Lexington, KY



The original Dirt Bowls of Kentucky were literally played on the signature red clay, but there is debate about which Dirt Bowl came first. Sixty miles separate the Dirt Bowl in Louisville and the one in Lexington. With Division I Basketball talent all around, both places provide legitimate proving grounds in the summertime. However, nothing compares to the party that is thrown down in Lexington. With bleachers and an announcer's stand, this court guarantees that when you shine, people will be there to take notice.

In Game

This is where you will find the best ballers from the South. If you succeed here, you can leave with Tracy McGrady as a teammate.

Brand Jordan Gym

Location: Portland, OR



Carmelo Anthony says playing at Brand Jordan Gym is like playing at an NBA stadium. Welcome to the pros. The bright lights and shiny floors, as well as the run, are top notch.

In Game

This is where you find the all the Jordan athletes in one place. Take this as the last chance to improve your game before you head home to take down the best of the best.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Hometown Gym

Location: Anywhere, USA



The floor is worn and the rafters are dusty. Old wooden bleachers that have watched a half-decade of broken dreams still wait for the one to make it out. This gym feels like home.

In Game

This is your gym. You won't get in until you are worthy though. When you do make it in, you will be playing the best talent the NBA has to offer.

Hometown Park

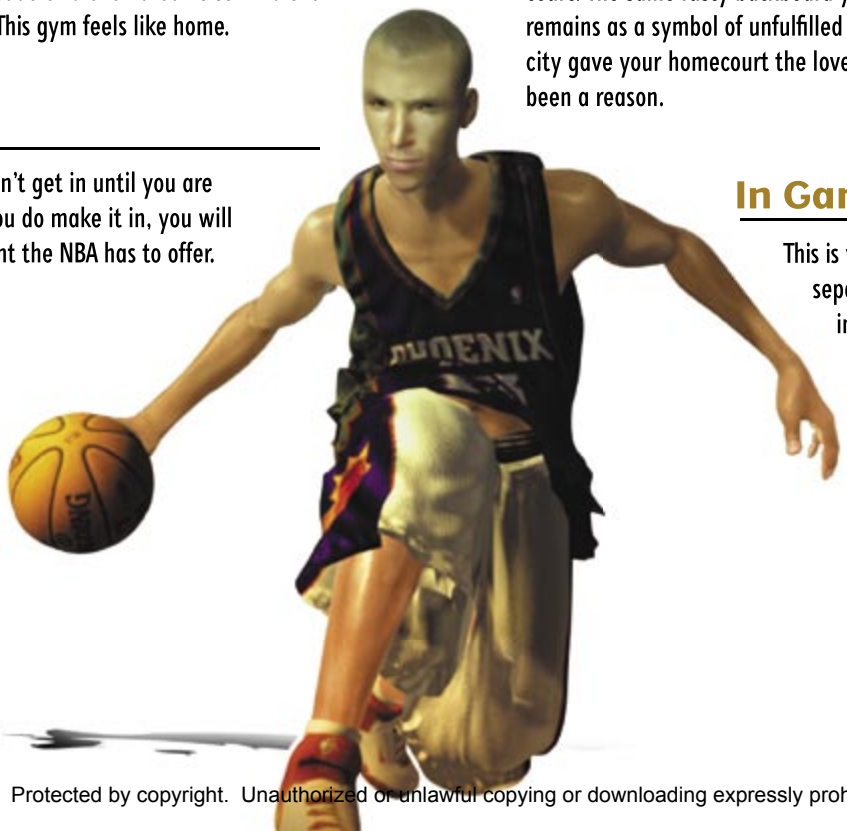
Location: Anywhere, USA



The history of the neighborhood is layered in the chips of paint on the court. The same rusty backboard you watched your father play on still remains as a symbol of unfulfilled dreams. It's been a while since the city gave your homecourt the love it deserves. Maybe there hasn't been a reason.

In Game

This is your homecourt. This is where you separate yourself from the other guys in your neighborhood. Prove that you belong and people will come to you. NBA Stars from all around will want to see the next one.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THE LOCKER

As you progress through Homecourt Challenge you unlock all of the following outfits and shoes.

Outfits

Jordan Outfit 1



Description: Air Jordan XX2 jersey and shorts

Effect: +10,000 RP

Jordan Outfit 2



Description: Jordan Authentic jersey and shorts

Effect: +3,500 RP

Jordan Outfit 3



Description: Classic mesh top and shorts

Effect: +25,000 RP

Jordan Outfit 4



Description: M3 jersey and shorts

Effect: +3,500 RP

Jordan Outfit 5



Description: Jordan new mesh and shorts

Effect: +15,000 RP

Jordan Outfit 6



Description: Retro 3 jersey and shorts

Effect: +5,000 RP

Jordan Outfit 7



Description: Shimmer top and shorts

Effect: +6,000 RP

Jordan Outfit 8



Description: New shimmer top and shorts

Effect: +6,000 RP

Jordan Outfit 9



Description: Team jersey and shorts

Effect: +2,500 RP

Jordan Outfit 10



Description: Authentic game jersey and shorts

Effect: +30,000 RP

Sprite Gear



Description: Sprite jersey and shorts

Effect: +0 RP

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sprite Gear 2



Description: Sprite jersey and shorts

Effect: +0 RP

Homecourt Gear



Description: Hometown jersey and shorts

Effect: +0 RP

Shoes

Air Jordan I



Description: White/black-varsity red

Effect: +30,000 RP

Air Jordan II



Description: White/black-varsity red

Effect: +10,000 RP

Air Jordan III



Description: White/red-cement gray

Effect: +27,500 RP

Air Jordan IV



Description: Black/gray-varsity red

Effect: +9,500 RP

Air Jordan V



Description: Black/black-metallic silver-red

Effect: +10,750 RP

Air Jordan VI



Description: Black/true red

Effect: +8,000 RP

Air Jordan VII



Description: Black/varsity red-varsity purple

Effect: +9,000 RP

Air Jordan VIII



Description: White/black-true red

Effect: +7,000 RP

Air Jordan IX



Description: White/black-true red

Effect: +10,000 RP

Air Jordan X



Description: White/black-light steel

Effect: +8,000 RP

Air Jordan XI



Description: White/black-dark concord

Effect: +9,000 RP

Air Jordan XII



Description: White/black-taxi

Effect: +9,500 RP

Air Jordan XIII



Description: Black/varsity red

Effect: +7,250 RP

Air Jordan XIV



Description: Black/varsity red

Effect: +7,250 RP

Air Jordan XV



Description: Black/varsity red

Effect: +10,000 RP

Air Jordan XVI



Description: Black/varsity red

Effect: +4,250 RP

Air Jordan XVII



Description: White/black-sport royal

Effect: +6,250 RP

Air Jordan XVIII



Description: Black/sport royal

Effect: +5,250 RP

Air Jordan XIX



Description: Black/varsity red

Effect: +5,000 RP

Air Jordan XX



Description: White/black-varsity red

Effect: +7,000 RP

Air Jordan XXI



Description: Varsity red/black

Effect: +7,000 RP

Air Jordan XXII



Description: White/varsity red-black

Effect: +8,000 RP

Air Jordan I Retro



Description: Gray/white/red

Effect: +10,000 RP

Air Jordan I Retro



Description: White/black/varsity red

Effect: +9,000 RP

Air Jordan III Retro



Description: Black/dark charcoal

Effect: +10,000 RP

Air Jordan III Retro



Description: White/fire red-cement gray

Effect: +3,200 RP

Air Jordan V Retro



Description: White/fire red-black

Effect: +3,200 RP

Air Jordan V Retro



Description: White/sport royal/stealth

Effect: +4,750 RP

Jordan M3



Description: Black/university blue

Effect: +7,000 RP

Jordan M3



Description: Silver/university blue/white

Effect: +2,450 RP

Jordan M3



Description: White/metallic silver/taxi

Effect: +4,000 RP

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Jordan M3

Description: White/blue/red

Effect: +2,450 RP



Jordan XXI PE

Description: Black/varsity red-anthracite

Effect: +10,000 RP



Jordan XXI PE

Description: White/black

Effect: +2,250 RP



Jordan XXI PE

Description: White/varsity royal

Effect: +7,500 RP



Jordan XXI PE

Description: White/varsity red

Effect: +27,500 RP



Jordan 9.5 Team

Description: Black/metallic silver-varsity red

Effect: +500 RP



Jordan 9.5 Team

Description: White/black/varsity red

Effect: +500 RP



Jordan 9.5 Team

Description: White/blue/yellow

Effect: +500 RP



Jordan 9.5 Team

Description: White/varsity red

Effect: +500 RP



Jordan B'Loyal

Description: Black/metallic silver-varsity red

Effect: +2,500 RP



Jordan B'Loyal

Description: White/black

Effect: +3,200 RP



Jordan Pure Game

Description: Black/metallic silver/miner gold

Effect: +1,000 RP



Jordan Pure Game

Description: White/red/black

Effect: +9,000 RP



Jordan Laney 23

Description: Black/metallic silver-dark charcoal

Effect: +3,000 RP



Jordan Laney 23

Description: White/black/metallic silver

Effect: +4,750 RP



Jordan High Rise

Description: Black/red/gray

Effect: +8,000 RP



Jordan High Rise

Description: White/metallic silver/varsity royal/varsity red

Effect: +1,500 RP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Jordan Show 'Em Low

Description: Black/ metallic silver

Effect: +2,000 RP



Jordan Show 'Em Low

Description: White/black

Effect: +2,000 RP



Jordan Hoops Lo

Description: Black

Effect: +1,000 RP



Jordan Hoops Lo

Description: White/black

Effect: +1,000 RP



Jordan Hoops Lo

Description: White/blue

Effect: +1,000 RP



Jordan Hoops Lo

Description: White/ metallic silver-varsity red

Effect: +1,000 RP





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

TESTER TIPS

The following tips have been provided by Kasey Pentzek and the team at EA.

Teams

— Use a team whose players have strengths that cater to your style and skill as a player.

— Most players won't think to use them, but the WNBA Stars can be a deadly team. Tamika Catchings, Diana Taurasi, and Sue Bird are masters in Steals and Passing respectively, and they have high skills in Shooting. They are killers from outside the key.

— If it's your first time playing a *STREET* title, go with a strong defensive team and keep your opponent from scoring. Use a team with a master in Boards/Blocks such as the Chicago Bulls, Indiana Pacers, or Miami Heat.

Beating the Defense

— Use the AI assistance controls to call in AI teammates for an alley-oop or jump-off assist and distract the defenders away from the hoop.

— If a player is about to block your dunk, hit the Dunk button a second time, and change that dunk to a layup.

— Looking for an open lane to the hoop? Press in the left analog stick and get an AI teammate to pick off your defender, leaving a clear path to score.

— It's easier to beat defenders with a lower-level dunk. If you're having trouble getting to the hoop for a dunk, use a basic or big dunk to beat the blocker.

Dunks

— Hold the Dunk button until the Dunk bar hits the blue zone to get a double dunk. The higher an NBA star's skill in Dunking, the larger the window of opportunity you have for releasing that button.

— The difficulty level affects the size of the Dunk window. The Easy setting gives you a larger window than Hard or Expert.

Tricks

— Hang back in your side of the court to do tricks. The CPU will send its defenders to cover your teammates around the basket, leaving you with only one defender to deal with.

Game Modes

— Gamebreaker Battle: Gain that Gamebreaker quickly and go for the big score. Use the Trick Remixer and trick moves to get the Gamebreaker bar filled for the big bonus. If you do a jump-off double dunk when in Gamebreaker, your player performs a triple dunk, netting you three points!

— Trick Battle: Baskets don't count toward your score, but you can still gain the trick points from them. Perform double dunks, alley-oops, and jump-offs to get big trick points from these moves.

— Trick Battle: Don't be greedy! If you're playing against a team with strong Stealing, gain a few quick trick points, then lock them in. It's better to build them up a bit at a time than to go for a full bar at once.

— Back to Basics: While trick points don't come into play in this mode, you can still use trick moves against the defenders to get around them for a quick basket. Or use a trick to confuse them, giving you time to set up a play.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

— Practice: Choose your favorite team and head into Practice mode to get down the timing, tricks, and moves of your preferred NBA stars.

— Practice: Practice those double dunks! Use them to impress and embarrass your friends at the same time.

— Homecourt Challenge: If you're finding it difficult to get ahead in a "Lead By" challenge, remember that when you activate a Gamebreaker, the opposing team loses a point. Sometimes that can squeak in the win.

Technique

— Steals: Steals are strong in *NBA STREET Homecourt*. Not only do they deny your opponent the ball and a scoring chance, they also open the court for an easy play. The best way to steal the ball is to perform a Steal as a counter to a Trick move. When the opposing player attempts to use a Trick move to get by your player, press the Steal button as his move begins; this often takes the ball in the middle of the trick. Repeatedly pressing the Steal button increases the chance that the baller will steal the ball but risks tripping him up as goes for it.

— Pass Interceptions: If opponents try to set something up by inbounding the ball, they are risking a long pass. To take advantage of this, after scoring, position your player between the inbounder and his closest teammate. The inbounder's teammate often heads offscreen toward your hoop, so be in the area he walked offscreen. When performed correctly this pass interception results in a one-on-one that can become an easy point or two.

— Double Dunks: Double dunks are difficult to perform but worth the effort. These spectacular dunks result when the player charges his or her Dunk bar as close to the end without overcharging as possible. A full charge is multiples of 500 determined by the Trick Multiplier. Your opponent can block double dunks with any large player, so be careful.

— Two-Point Shots: Two-point shots are easy to land. The difficulty behind them is how easy they are to block. Make sure no one is near the hoop for which you are shooting. The shot has higher accuracy if you hold the Shoot button until your baller is at the top of his jump before releasing.

Versus

— Vs. Strong Blockers: Strong blockers lock down your ability to score, stopping everyone and everything you put up in the air. When facing teams with these players, you must play accordingly. Never take a shot with the blocker within the three-point arc, because that usually results in a free turnover. Rely on long passes and quick plays up the court to get in scoring range before they can block. Jump-off dunks can bypass blockers, and alley-oops are useful for distracting the blocker for enough time to get a shot or a dunk in.

— Vs. Strong Stealers: Strong stealers take the ball away whenever they get in front of you. When facing teams with strong stealers, be careful when moving around the court with the ball. You must play keep-away against these kind of players: pass when they get near, move away from them if that is not an option. Never attempt to perform tricks on these players, as they will almost always take the ball away.

Building Stats

Player stats affect only your created baller. Focus on advancing your stats to make your player better at what he does, which means a stronger character for multiplayer and online play later. To build the strongest character you can, feed your player the ball for tricks and scoring. Spend extra time on additional challenges before advancing to new venues through the Court Access challenges, and take your time in Homecourt when you return there at later levels. The dozens of extra challenges will grant your character additional experience.

Teammates

Select teammates who vary from your player's skill set to help build a solid team. If you build your character as a Guard-Shooter, he will be weak at Blocking. Having a master Blocker on the team balances it out and allows your player to focus on Shooting while having a solid defense behind him.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

DEVELOPER INTERVIEW

Prior to beginning work on an official guide for *NBA STREET: Homecourt*, Prima got a chance to get some Q&A time with the game's makers at EA. Thanks to Matt Mahar for the following.

Prima: What will be the biggest, most noticeable difference between *NBA STREET V3* and *NBA STREET: Homecourt*?

EA: With the move to next-gen hardware, we wanted to start with a fresh slate and truly rewrite the game from scratch. This allowed us to look at all three previous versions from the *STREET* series and pick and choose the features that our consumers told us they liked best. At a high level, the raw gameplay and fun of *STREET V2* seemed to be the consensus favorite, so we started with that as our inspiration and added a whole lot of gameplay innovation on top.

Prima: What is the biggest gameplay innovation in this year's game?

EA: Our primary focus for *NBA STREET: Homecourt* was gameplay, so it should come as no surprise that our biggest innovations are found there. I'm not sure which feature will resonate loudest with consumers, but the Trick Remixer and the new Dunk controls are both very different than anything that has been done before in basketball video games. Neither of these features would have been possible on current-gen hardware, so they really show off the power of the new consoles and hopefully justify the decision to rewrite this game from scratch.

Prima: How will the Trick Remixer control change the way I play a basketball video game?

EA: For the Trick Remixer, we had a few high-level goals as a design team. First, we wanted consumers to feel like the ball was actually in their hand when they were dribbling. To do this, we realized we needed the basic building-block animations of the system (various crossovers) to be highly responsive. And by highly responsive, we mean that every time the user presses a button they need to get an instantaneous reaction from their player. So when you play the game, you can do something like 5-10 crossovers per second. It really does feel and look incredible, and definitely makes it feel like you are controlling the ball.

Secondly, we wanted to create a system that would allow a user to pick up a controller and be instantly rewarded, but that had depth enough for long-term replayability. The combinations of tricks are endless, so it never feels like you are doing the same trick over and over again like it does when triggering canned animations, yet you can also pick up the basics in a matter of seconds.

Overall, you will be using both trick buttons so often and so rapidly that you will feel a connection to your player and the ball that the auto-dribble in all previous basketball video game titles just never delivered.

Prima: Can you walk us through the different moves? How can you get so many different moves out of one button?

EA: The basis of the system starts with tapping Ⓧ (on Xbox 360). Tapping the button executes a basic crossover. Where it starts to feel instantly different is when you tap the button at different speeds. Depending on how fast you tap, your player will adjust his posture to allow him to do really quick, low crossovers, or higher, slower crossovers.

Next, we added in the hesitation move. If you hold the button for any length at all, the player starts to go up into a hesitation move with the ball. If you release it before he gets to the top (the whole motion will ultimately feel like a normal button "press"), the player will execute a quick, trick crossover such as jumping over the ball, or slipping it behind his head to the other hand.

If you hold the button a beat longer, however, the player will then execute a bigger trick, such as a spin move.

Finally, if you were executing crossovers very quickly and had your player down low to the ground and *then* held the button, his hesitation move will change from an upright, more fundamental hesitation to a lower, hand-on-the-ground pose. From the lower hesitation move, there are different tricks that are triggered when you hold the button to the end.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

That pretty much exhausted the possibilities of what we felt we could get out of a single button, but we didn't stop there. In *NBA STREET: Homecourt* we use LB and RB (also on the Xbox 360) to modify all skill moves. For the Trick Remixer, this means being able to cross the ball between your legs or cross the ball behind your back, depending on what button is held while using X. Each of those crossovers has yet another move tree associated with it for users to discover and learn, and the result is that they can ultimately mix up all the tricks however they want.

We also added something else that we have never done before in *STREET*—a second trick button. All of these tricks are characterized by the player putting the ball on the ground and popping it back up to himself in various different ways—even with a Steve Nash soccer-style kick-flip. When you start to combine these moves with your X moves, you will really feel the possibilities are endless.



Prima: What tips can you give me to master the new Trick Remixer?

EA: We have included a Practice mode in the game this year and we highly recommend spending some time there to get used to the new controls. Because the underlying system is very logical and predictable (there are no randomly triggered animations in the entire Trick Remixer system) it is pretty easy to figure out when you don't have to worry about defenders. You can also figure out what tricks earn the most trick points, earn a Gamebreaker, and then practice your Trick Remixer Gamebreaker moves. These are some of the most entertaining animations in the game, and you can literally spend hours in Practice mode playing with this feature. The best part is dribbling to the music, which is interactive and changes based on what tricks you do—such as crossovers doing record scratches to the beat.

Prima: Can every player have the same level of ball handling skill?

EA: One of our key goals for gameplay was ensuring that our players were clearly differentiated from one another, and that we could be the first game to actually make a defensive superstar like Ron Artest a valuable commodity to have on your team. Not everyone is capable of doing all of the tricks in Trick Remixer. We actually have four ability levels for various players: Big Men with no Handles at all can only do crossovers. A player with mediocre Handles can do crossovers and trick crossovers (the "press" move), players with good Handles can do all the tricks noted above, and finally a player with a master skill in Handles can actually also do a subset of the Gamebreaker trick package in regular gameplay. This really forces you to select your teammates wisely.

Prima: How has the Gamebreaker changed?

EA: In *NBA STREET: Homecourt*, the money ball represents the Gamebreaker. Doing tricks and executing combos during regular gameplay builds up your trick meter, and once that meter is filled, your team can unleash the money ball from its place in the HUD. This is where the fun really begins. Once in play, whoever holds the money ball holds the Gamebreaker until somebody finally scores. The player in possession of the money ball can unleash different tricks, passes, and dunks with abilities magnified well beyond his regular gameplay abilities. This means little guys like Nash can air it out and score huge dunks, and big guys like Shaq can do tricks like you've never seen before. It's only for a brief period of time, and it makes it loads of fun to both play and watch.

Prima: How is this style of Gamebreaker a shift from the past? Why is this better?

EA: Our vision for the Gamebreaker this year was to make it a completely outrageous, fun gameplay activity. Probably the biggest difference is that *NBA STREET: Homecourt* is the first of the *STREET* series to introduce a true defensive element into the

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Gamebreaker. Since the franchise was really built on the premise of fun-to-play defense, we thought that it would be a good idea to carry that philosophy over into the Gamebreaker and give the defense a chance to not only stop the Gamebreaker, but to actually steal it from the other team. We think this is a nice addition for a number of reasons, and it really creates some frenetic, incredibly fun stretches of gameplay when the ball ends up going back and forth a couple times before somebody finally scores.

Prima: How does scoring work?

EA: When the Gamebreaker is initially activated and the money ball is released from the HUD, we instantly reward the team that activated it by taking a point away (-1) from their opponent. This is important, since the money ball can be stolen, along with the potential reward for the team that actually puts it in the basket. Once play begins, the user has a couple of options. They can try and score immediately and be content with receiving the regular points for the basket. Or, they can try and execute Trick Remixer moves, heezy passes, and jump-off dunks in an attempt to build up an additional reward. This reward can be 1, 2, or even 3 extra points, resulting in some pretty huge point swings. Just as in regular gameplay, however, these points are only "cashed in" if the player finishes the play with a basket. If the ball is stolen, his potential reward is lost.

Prima: What's the risk/reward?

EA: If you want to score instantly and take your small reward of (-1) deducted from the opponent's score, that is a pretty safe bet. We give defense a chance during Gamebreaker, but the play still favors the offense with this strategy. However, if you want to try and build your reward up to the maximum of (+3) added to your score, you are going to have to execute some pretty good tricks. The riskier the tricks you pull off, the quicker your reward will build. But with every trick comes an added possibility the defense will counter your moves and steal the money ball, thus stealing the Gamebreaker. If that happens, they will then be faced with the same decision. So, the reward can be very high, but so is the risk. It is a pretty simple system to learn, but the outcome possibilities are limitless.

Prima: What different tricks can you pull off when in it?

EA: Yet another feature to entice you to try and build up your reward during the Gamebreaker is that all of the skill moves such as dunks or tricks are replaced with bigger, even more stylish moves when you are holding the money ball. There are so many moves to discover we even allow you to audition them in Practice mode. Here you will see a whole collection of things you've never seen before in a basketball title—everything from back flips and backboard grabs to a kick-pass off a defender's head to an alley-ooping teammate.



Prima: What strategy do you usually use when you go head to head?

EA: One of the things we really wanted to do with this title was to give the consumer enough weapons on both offense and defense that they would be able to shift gears at multiple points in a game. This means that there are many different strategies to employ and you will see people switch it up depending on who they are playing and what strategy that person is using against them. Overall, though, most people tend to gravitate toward the bigger reward during the Gamebreaker. If it was only about the extra points, you would probably see more people playing it safe, but when you factor in all of the crazy moves, it is just too entertaining to resist.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.